



User Manual

CONVISION Cymanager

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1. Cymanager Overview

- Cymanager is a program to offer real time A/V monitoring with multiple connections to video servers and IP cameras. It also offers various Recording functions plus Search and Playback.
- The program consists of two different programs: **Cymanager** and **Cysearch**. These programs run independently and offer real-time monitoring and playback respectively.
- The Cymanager offers not only Video/Audio monitoring but also Recording, Playback, Event monitoring, Alarm & PTZ Control and Remote set-up function-like features which DVRs offer.

System Requirement

Minimum Spec.

OS: Windows Vista, Windows XP, Windows 2000
CPU: 2GHz or higher
Memory: 1GB or higher
VGA: 256MB RAM or higher

Recommended Spec.

OS: Windows Vista, Windows XP, Windows 2000
CPU: DureCore 3GHz or higher, QuadCore 2.4GHz or higher
Memory: 3GB or higher
VGA: 512MB RAM or higher

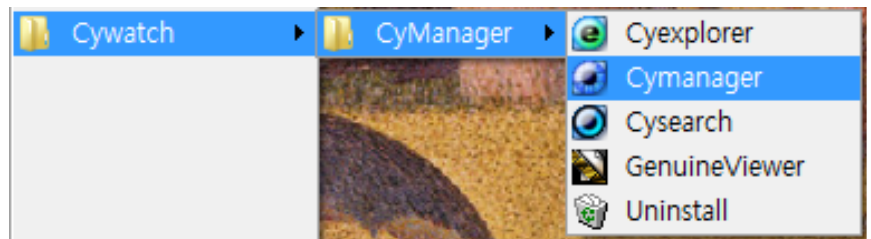
2. Installation and Start-up

On successful installation of Cymanager package, the Cymanager icon is created on the Desktop and a program group is created.

Cymanager Icon

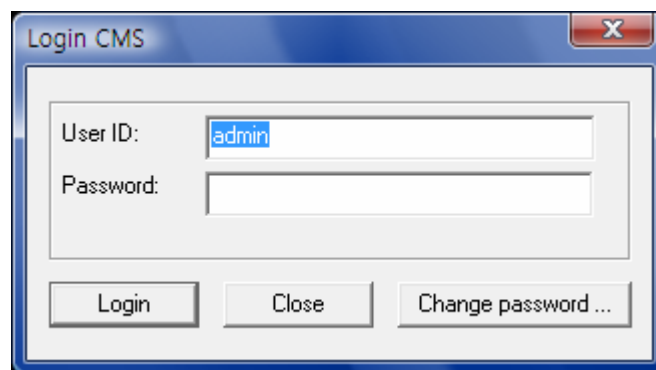


Program Group



Cymanager is started by double clicking the icon or selecting Cymanager menu in the group.

Login dialog comes first to allow only registered users to use the system. User 'admin' exists by default and its password is blank(none) unless specified differently in the last step of the installation.



3. Main Screen Configuration

The screenshot shows the Cymanager software interface with the following components labeled:

- PC time**: Located at the top left, displaying the date and time (2008-05-08 19:06:12).
- Capture button**: A button with a camera icon in the top toolbar.
- Set-up Button**: A button with a gear icon in the top toolbar.
- Search & Playback**: A button with a magnifying glass icon in the top toolbar.
- Recording button**: A button with a red dot icon in the top toolbar.
- Tree View**: A sidebar on the left showing a hierarchical list of cameras and sensors.
- Channel info/statistics**: A panel below the tree view showing technical details like 'RX=3004, fps=18(1), Buf=4 (0,0)'.
- Channel area for video: Display Unit**: The main central area for video playback.
- PTZ Control**: A panel with directional arrows and a 'CAM' button for controlling the camera's position and zoom.
- Screen mode setting button**: A button with a grid icon in the bottom toolbar.
- Recording space indicate**: A progress bar in the bottom toolbar showing 99%.
- Event Search button**: A button labeled 'EVENT LIST' in the bottom right.
- Select Preset**: A dropdown menu in the bottom left toolbar.
- Video/Audio adjust**: Buttons for 'Color' and 'Audio' in the bottom left.
- Event history window**: A table at the bottom right showing a list of events.

SITE	EVENT	DATE/TIME
Office	Sensor 1 off	2008/05/08 19:05:13
Office	Motion 1 on	2008/05/08 19:05:29
Office	Motion 1 off	2008/05/08 19:05:31
Office	Motion 1 on	2008/05/08 19:05:32
Office	Motion 1 off	2008/05/08 19:05:34

4. Registration & Connection of Server

4.1 Registration of server

Video transmitting device such as video server and IP camera is referred as 'server' in this manual. Cymanager connects to servers in order to get audio/video streams and events for viewing and recording. The first step for connection is to register the server in Cymanager

1 Click **SETUP** button

The screenshot shows the 'Setup' window with the 'Server' tab selected. An 'Add server' dialog box is open, and a 'Server identification' dialog box is also visible. Annotations provide details for each field and option:

- IP address or domain name can be entered.** (Points to the 'Address' field in the 'Add server' dialog)
- Login ID and password registered in the server** (Points to the 'Name' and 'Password' fields in the 'Add server' dialog)
- ID(Number) of the monitor for displaying** (Points to the 'Monitor' dropdown in the 'Add server' dialog)
- Relay(Streaming Server) selection** (Points to the 'Relay' dropdown in the 'Add server' dialog)
- Specify what will be used for ID of a channel in recording.**
 - by ServerID: server ID from the server is used
 - by connection string: IP address or domain name is used(Points to the 'Server identification' dialog box)
- Base port to connect (Should coincide with server's setting)** (Points to the 'Port' field in the 'Add server' dialog)
- Check if audio channel is to be connected** (Points to the 'Audio' checkbox in the 'Add server' dialog)
- Protocol selection - TCP - or multicast** (Points to the 'Protocol' dropdown in the 'Add server' dialog)
- If checked, server name received from the server is used** (Points to the 'Use the name from server' checkbox in the 'Add server' dialog)

2 Click **Add** button

Selection of audio connection

It can be separately configured on server registration whether audio channel will be connected or not. If audio is not used, it's better to disable audio connection. (Refer above figure)

4-2 Finding servers with IP Discovery

Servers on the LAN can be discovered conveniently using IP Discovery function. After discovering servers, it is possible to select a server for registration or to change the IP address of the server.

Notice: IP Discovery uses UDP packets for finding server. So, it may not work when the firewall is activated on the PC.

IP Discovery dialog comes on pressing **IP Discovery** button in **Server** page

IP Discovery

IP Address	MAC Address	Base port	HTTP port	IP mode
192.168.0.178	00:1C:63:A3:13:A3	3333	9090	Fixed IP
192.168.0.180	00:1C:63:A4:03:43	2222	80	Fixed IP
192.168.0.103	00:1C:63:A3:13:AC	2222	80	Fixed IP

Discover

3 Device(s) found

Select

IP Change

Close

To change the IP address of a server

To register a server

IP Address Change

IP mode

Fixed IP

IP Address

192 . 168 . 0 . 103

Subnet Mask

255 . 255 . 255 . 0

Gateway

192 . 168 . 0 . 1

Base port

2222

HTTP port

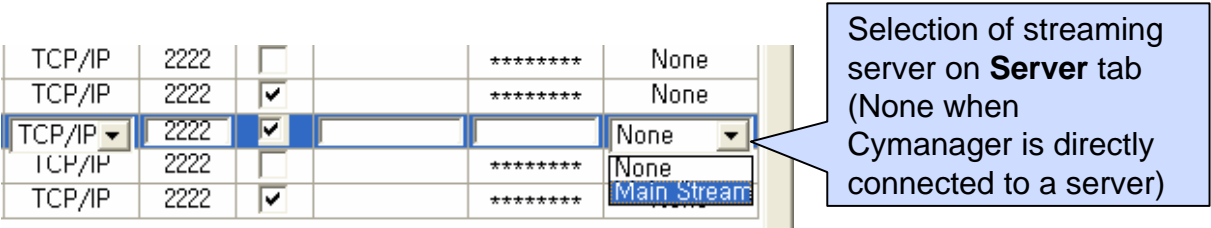
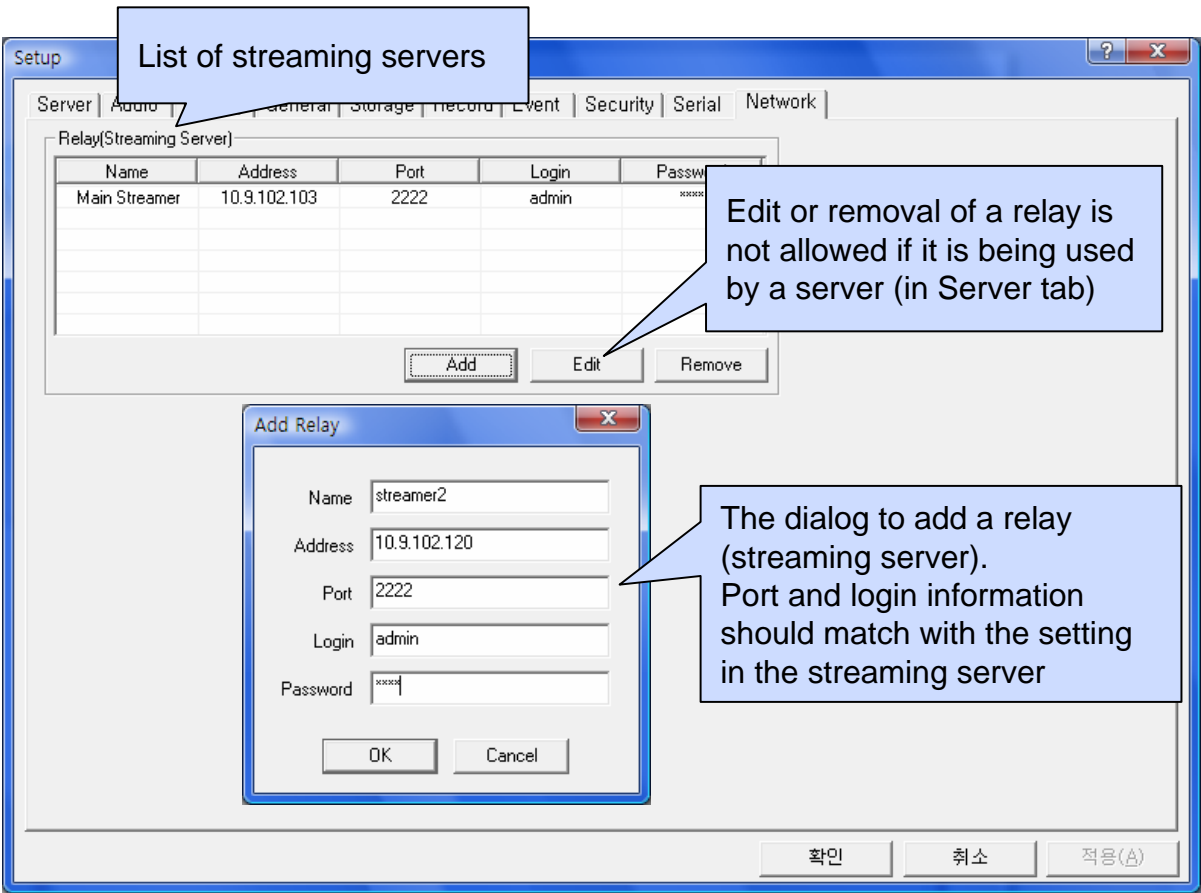
80

Change

Cancel

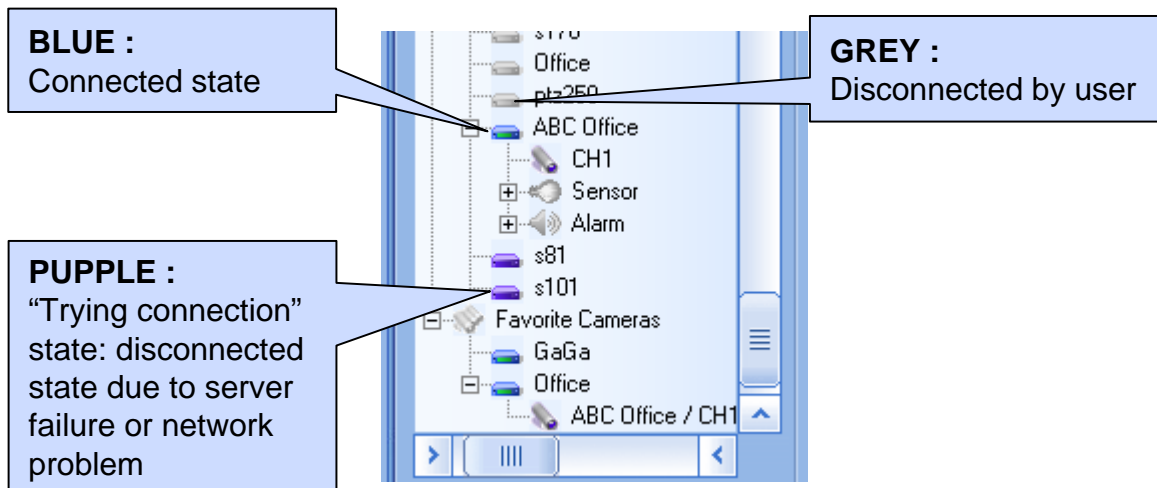
4-3 Connecting to Streaming Server

When there's a Streaming Server between the server and Cymanager, it is necessary to configure Streaming Server information in the setup, and specify the Streaming Server on **Server** tab of **Setup** dialog. Streaming Server is also called as **Relay**.



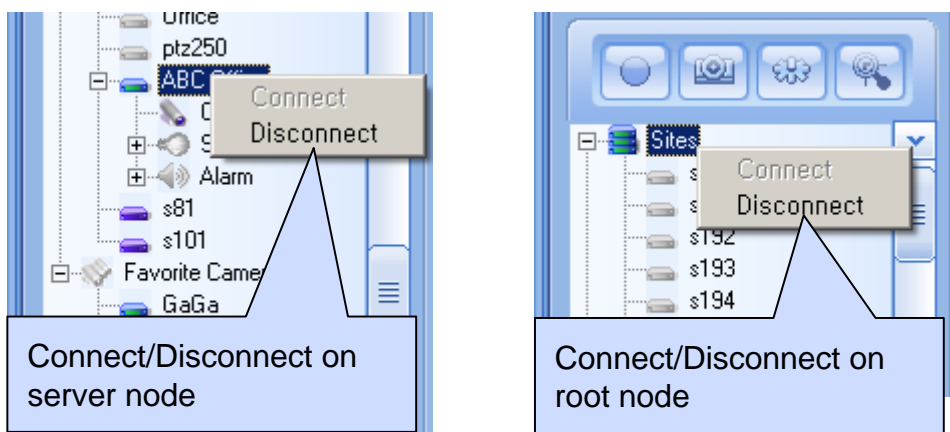
4-4 Managing server connection using Tree View

Servers registered at **Server** tab of Setup dialog are shown on Tree View. A server's connection state is distinguishable by colour of the tree node.



Once clicking right button on PC mouse at tree node, it shows **Connect** or **Disconnect** menu. Using this menu, it is possible to connect or disconnect to a server individually.

It is also possible to connect or disconnect all registered servers at once by using the menu on root('Sites') node



5. Live Monitoring

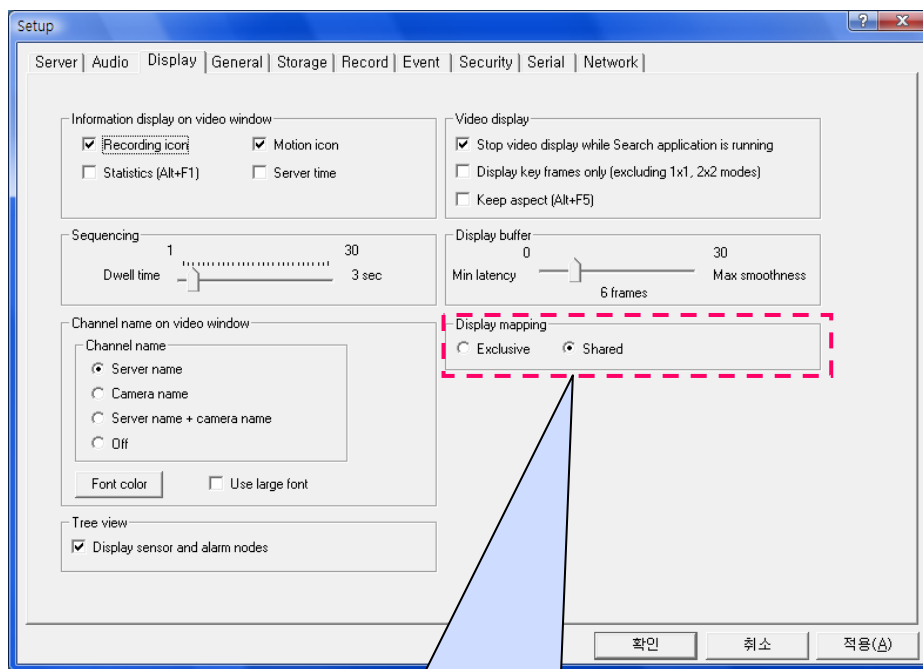
5.1 Screen mode and channel mapping

a. Mapping channels and video windows

Mapping between Server channel and Display Window

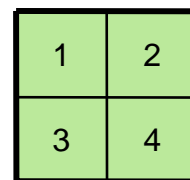
There are two ways to make a mapping between server channel and display window. In case only 1 channel servers or IP cameras are connected, use of Shared mapping is general.

1. Exclusive mapping
 - Channels of currently selected server are displayed on video windows in orders. Channels of other servers are not displayed.
2. Share mapping (default)
 - All channels of all servers are displayed in the order in the Tree View.

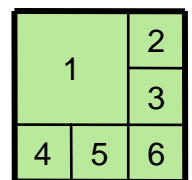


Numbering of Display Windows

The order numbers of display windows are numbered left-to-right, top-to-bottom starting from the upper-left corner window.



2x2 mode



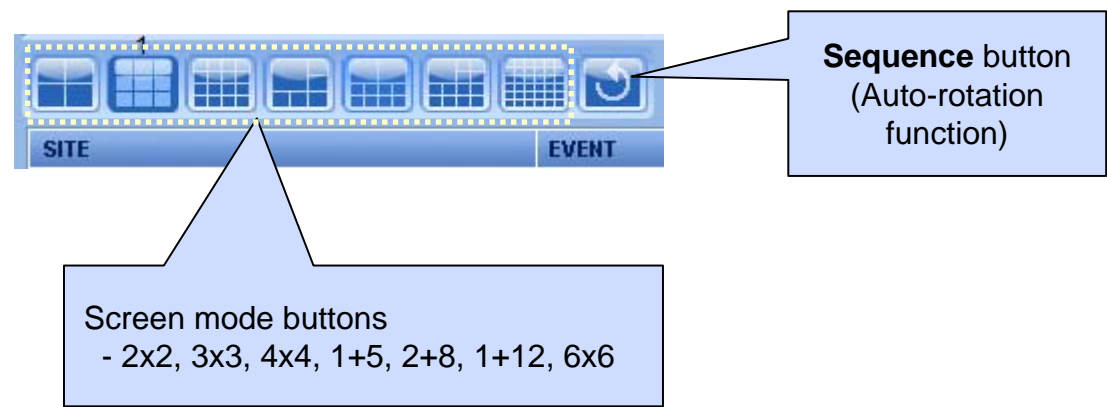
1+5 mode

5-1 Screen mode and channel mapping

b. Using various screen modes

Configuring screen mode

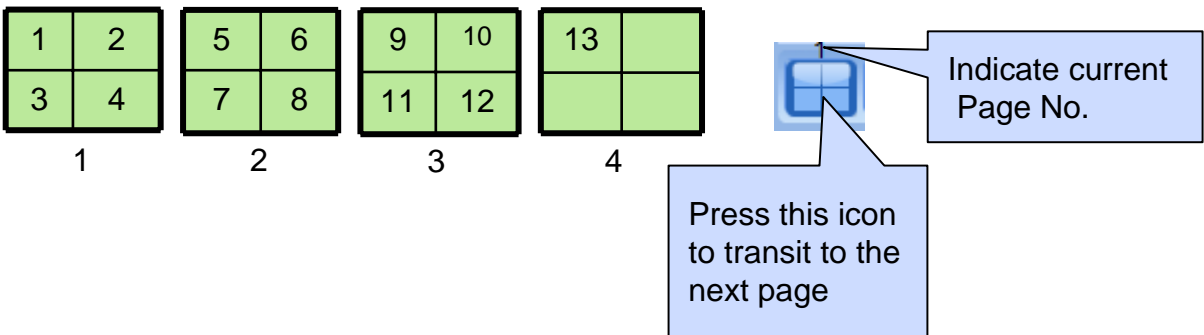
Screen mode can be selected by pressing one of buttons for screen mode configuration. Using Sequence button, it is possible to display channels sequentially in a specified interval.



Page transition

If the number of channels are larger than the number of video windows in current screen mode, they are mapped to more than one pages of display windows.

For instance, if the number of total channels is 13 and current display mode is 2x2, there will be 4 pages.



5-1 Screen mode and channel mapping

c. Active channel

Active channel

Currently selected channel is called as 'Active channel'. Active channel is the channel affected by the following operation:

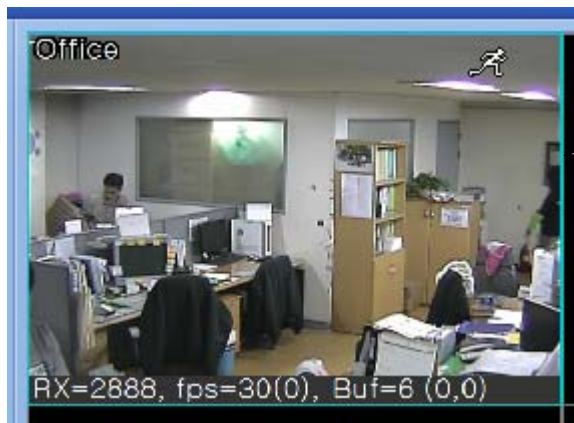
- PTZ control
- Audio Tx/Rx

Identification of active channel

Border line of the active channel is sky-blue coloured.

Selecting the active channel (one of the two method

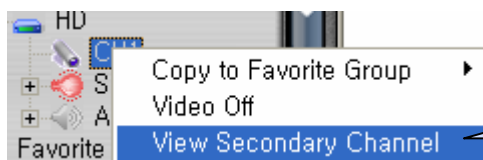
- Click mouse on the display unit ,or
- Select the camera in the Tree View



Active channel (Sky-blue colour border)

d. Selecting a channel in dual encoding server

In case of a server or camera supporting dual encoding, it is possible to select a channel to view from camera node of TreeView.



Select a channel to view
- Primary channel
- Secondary channel

5-1 Screen mode and channel mapping

e. Video loss and video off

If video stream comes normally from the server, decoded video is displayed on the corresponding display unit.

Video loss

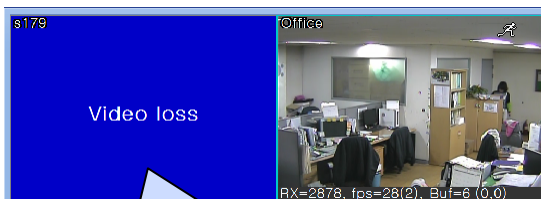
Video loss state, absence of video input signal in the server, is visible in two ways:

- The display unit displays 'Video loss' message
- Camera node in the Tree View shows special sign

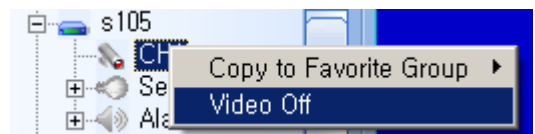
Video-off

Video delivery from the server can be stopped by selecting **Video Off** menu on a camera node. Such state is referred as video-off state.

Display unit is not allocated for a channel of video-off state.



'Video loss' message on display unit for absence of normal video input to the server



Video On/Off menu to control video stream delivery from the server



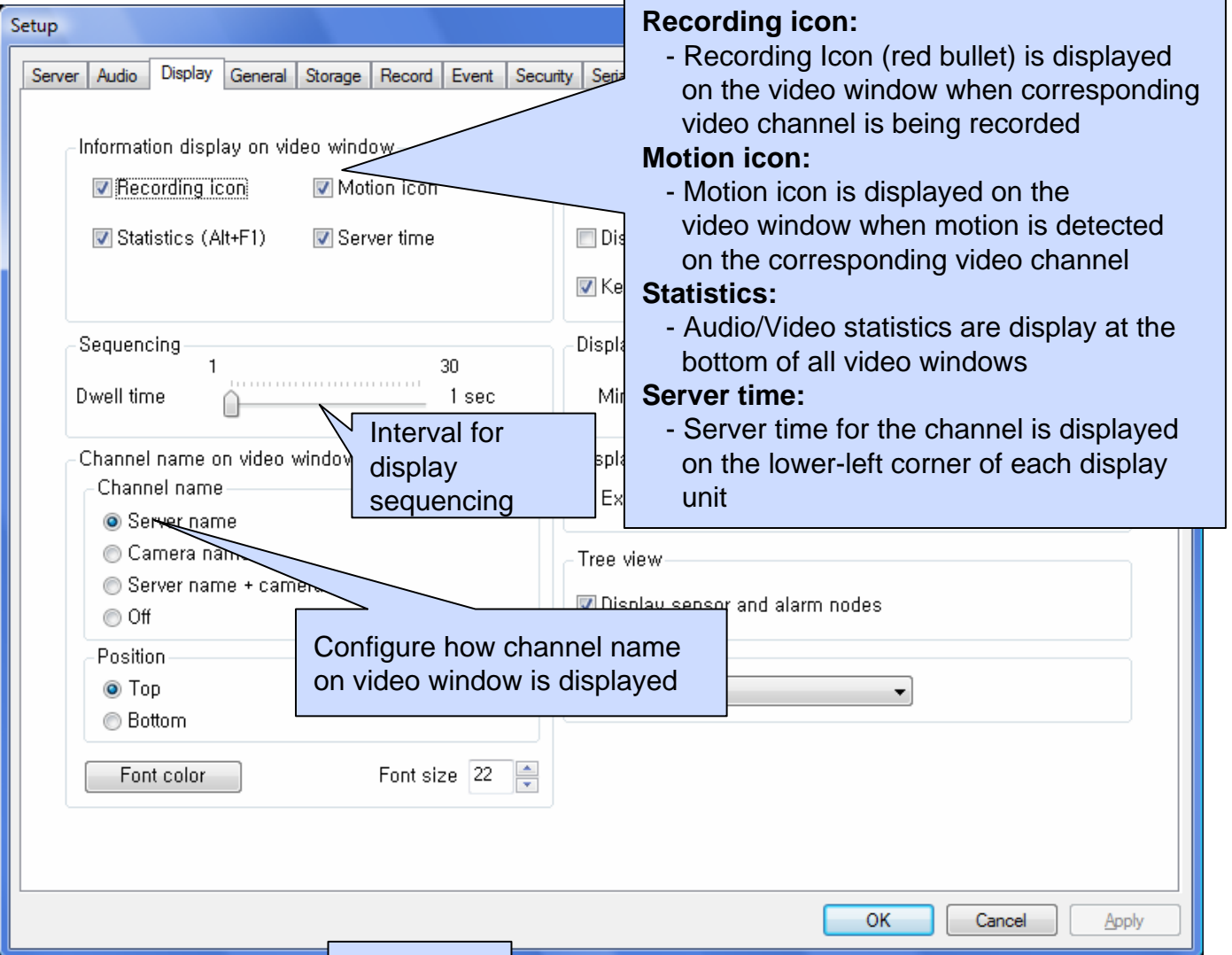
Red sign in camera node represents video loss state



X sign in camera node represents video-off state

5-1 Screen mode and channel mapping

f. Display setting



The screenshot shows the 'Setup' window with the 'Display' tab selected. The 'Information display on video window' section has checkboxes for 'Recording icon', 'Motion icon', 'Statistics (Alt+F1)', and 'Server time', all of which are checked. The 'Sequencing' section shows a 'Dwell time' slider set to 1 second. The 'Channel name on video window' section has radio buttons for 'Server name', 'Camera name', 'Server name + camera', and 'Off', with 'Server name' selected. The 'Position' section has radio buttons for 'Top' and 'Bottom', with 'Top' selected. The 'Font color' button is visible, and the 'Font size' is set to 22. The 'Tree view' section has a checkbox for 'Display sensor and alarm nodes' which is checked. The 'OK', 'Cancel', and 'Apply' buttons are at the bottom right.

Recording icon:

- Recording Icon (red bullet) is displayed on the video window when corresponding video channel is being recorded

Motion icon:

- Motion icon is displayed on the video window when motion is detected on the corresponding video channel

Statistics:

- Audio/Video statistics are display at the bottom of all video windows

Server time:

- Server time for the channel is displayed on the lower-left corner of each display unit

Interval for display sequencing

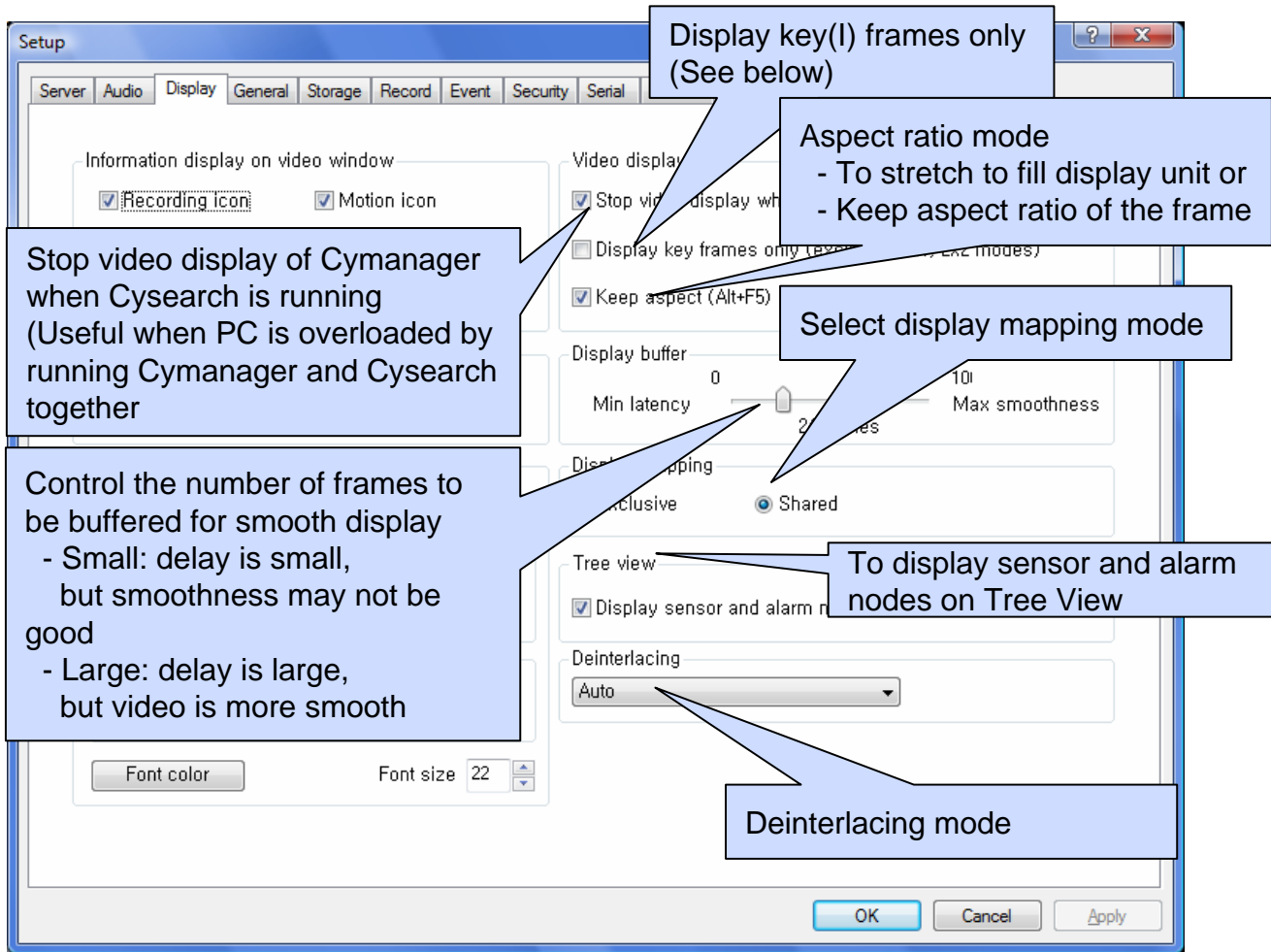
Configure how channel name on video window is displayed



Motion icon

Recording icon

5-1 Screen mode and channel mapping



Key frame only display mode

This mode is provided to reduce CPU load when large number of servers are connected and screen configuration mode displays more than 4 channels at the same time.

Full frames are displayed in the following cases even when this mode is enabled:

- (1) 1x1 mode, 2x2 mode: because only 4 channels are displayed
- (2) Currently selected(highlighted) channel in any screen mode: to provide interactivity in PTZ control

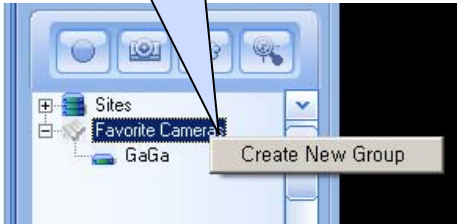
5-1 Screen mode and channel mapping

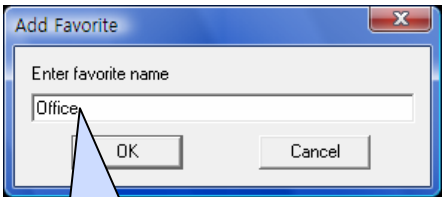
g. Managing favourite group

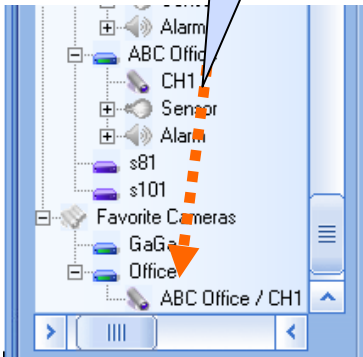
Favourite Camera Group

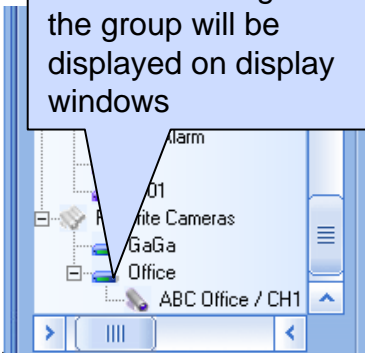
Cameras from different servers can be selected to form a 'Favourite Camera Group', which is convenient for monitoring groups of cameras of special interest.

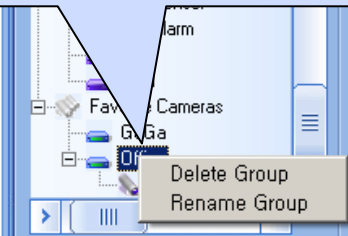
- 1 Click right button of mouse on Favourite Cameras Mode.


- 2 Enter name of the new camera group


- 3 Drag & Drop the camera to the group


- 4 Once clicking the Favourite Group, all cameras belong to the group will be displayed on display windows


- 5 Click right on the mouse to change name or delete the group



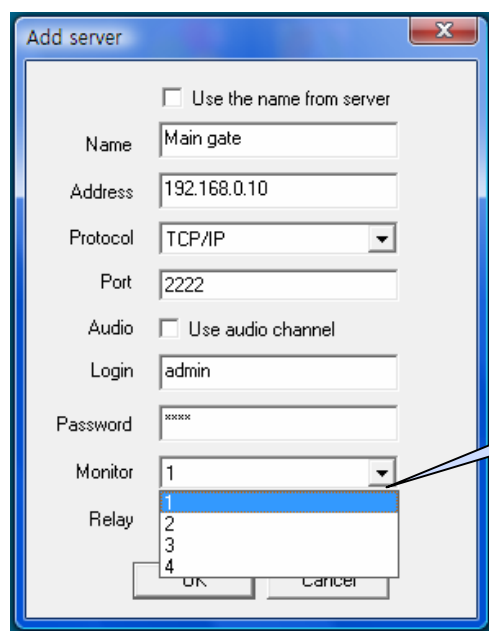
5-1 Screen mode and channel mapping

h. Multi-monitor display

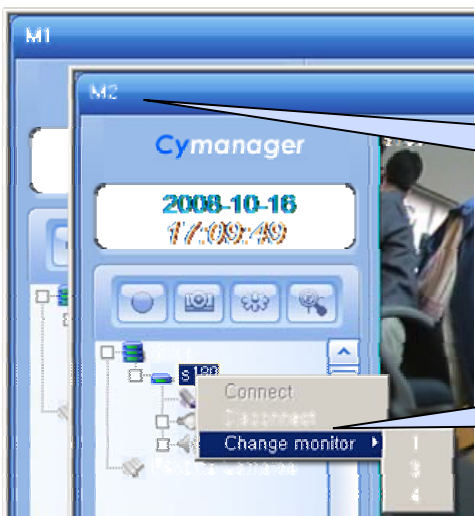
Multi-monitor usage

It is possible to display channels on multiple monitors by invoking clone of Cymanager GUIs. Max 4 monitors can be used. Closing any of Cymanager clones will terminate the Cymanager itself.

Notice: Among different modes of Windows' dual monitor modes, "Separate desktop" mode is recommended for multi-monitor usage of Cymanager. In other modes like "Horizontal span" mode, full screen mode display comes spanned over two monitors



Monitor can be specified on registration of a server



Monitor ID of the CMS clone

Monitor change is allowed at any time

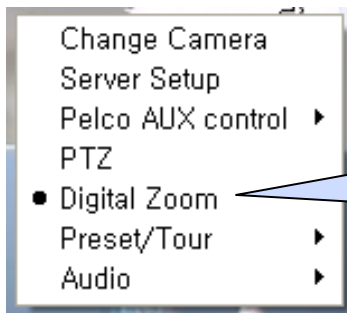
5-1 Screen mode and channel mapping

I. Digital Zoom

Digital zoom of a selected channel is controlled with a mouse. The region to zoom is selected by mouse drag and drop. Only the width of selected region is used and the height is calculated according to the aspect ratio of the input video.

Clicking the left mouse button in the zoomed state restores it to the original state.

Cysearch application supports the digital zoom in the same way.



1. Enable Digital Zoom of a channel. This settings is valid while the channel is connected. Digital Zoom is disables if PTZ is selected.



2. Select a region using the mouse.



3. Selected region is zoomed

4. Click any region to return to original state

5-2 Adjusting video input

Adjustable properties of video input

- Brightness, contrast, saturation

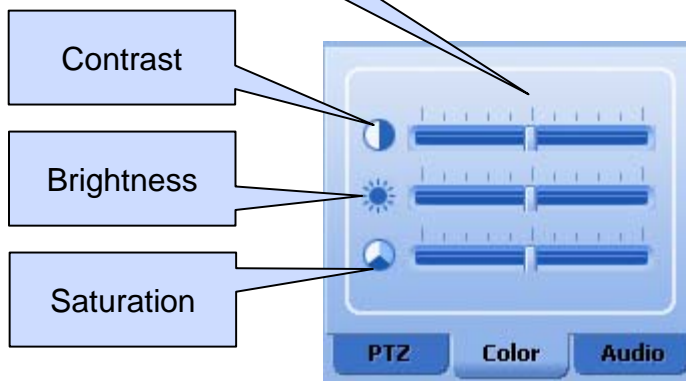
1

Select the channel to be adjusted
(Make it active channel)

- Select the display window
or
- Select the camera node in the Tree View

2

Adjust the property



5-3 Audio setup and control

Audio communication modes

Cymanager -> Server : 1:1 or 1:N (broadcast) mode selectable

Server -> Cymanager : (In case of selecting Receive) Cymanager receives audio data from all servers which enabled audio TX. Only audio from active channel is output to PC speaker.

The image shows a screenshot of the 'Setup' window with the 'Audio' tab selected. The window has tabs for Server, Audio, Display, General, Storage, Record, Event, Security, and S. The 'Audio play' section has four radio buttons: Off, Selected (which is selected), Visible, and All. The 'Send mode' section has two radio buttons: To selected only (which is selected) and To all (Broadcast). Callouts point to these sections with labels: 'Audio play mode selection' points to the 'Audio play' section, 'Send mode: Unicast or broadcast' points to the 'Send mode' section, and 'Audio send On/Off' points to the 'To selected only' option.

When checked, audio to the server is played from a wave file instead of mic input

Speaker mute on/off

Adjust PC's mic and speaker volume

Audio is controllable using OSD menu also

- Talk: "Talk ON"
- Listen: Speaker mute on/off button

Change Camera
Server Setup
Pelco AUX control ▶
PTZ
• Digital Zoom
Preset/Tour ▶
Audio ▶
Talk On
Listen Off

5-4 PTZ control & preset

PTZ Control

Cymanager supports PTZ control for PTZ receivers by major vendors such as Pelco, Samsung. We welcome the requirements from customer to add additional PTZ protocols.

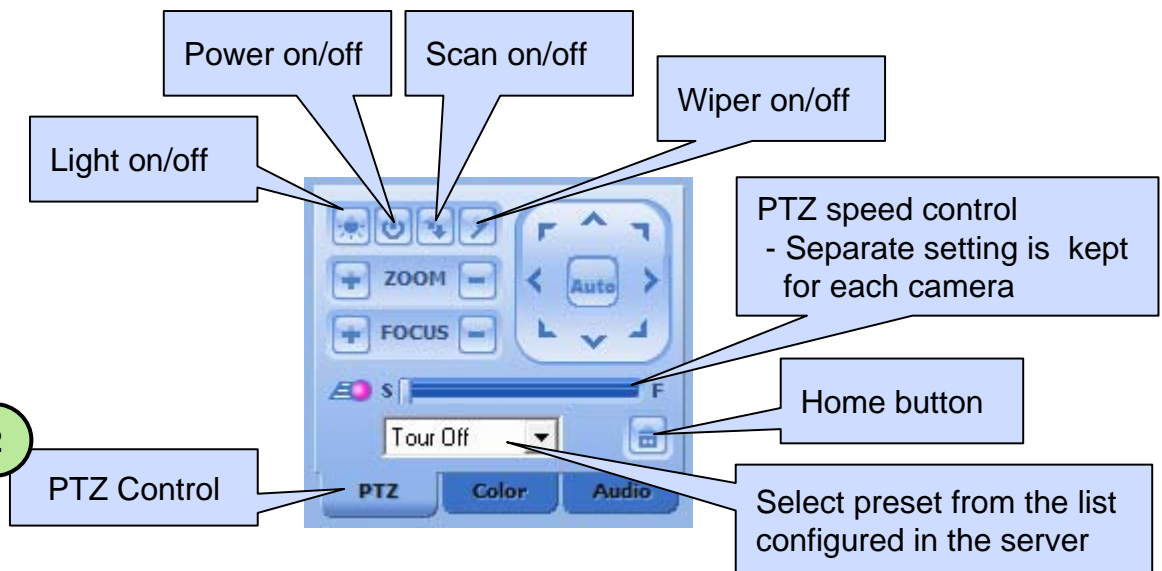
Notice: Some features of camera may not be supported depending on camera types: light , power, wiper, home and diagonal direction button

1

Select the Active channel (Refer 5-1-3)

- Select display window
- or
- Select the camera node in the Tree View

2



On-Screen PTZ Control

It is also possible to control PTZ by clicking a display unit for a camera using the mouse.

- Clicking the mouse: Pan or Tilt control to corresponding direction
- Mouse scroll button: Zoom control

5-5 Event and alarm

a. Event monitoring

Types of events

Server event (Events from video server or IP camera)

- 1) No camera (video loss) 2) Sensor 3) Motion

Local (Cymanager) event

- Local events are generated by Cymanager
 - 1) Server added/deleted 2) Server connected/disconnected
 - 3) Cymanager started/terminated 4) Connection failed
 - 5) Audio talk on/off 6) Setup opened/closed
 - 7) Search started/terminated

Events are displayed on Event Window as soon as they are generated.

SITE	EVENT	DATE/TIME
Office	Motion 1 on	2008/05/08 19:13:26
Office	Motion 1 off	2008/05/08 19:13:27
Office	Motion 1 on	2008/05/08 19:13:28
Office	Motion 1 off	2008/05/08 19:13:28
Office	Motion 1 on	2008/05/08 19:13:30

Site: server which triggered the event

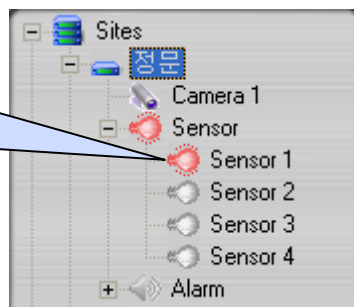
Event type

Event time

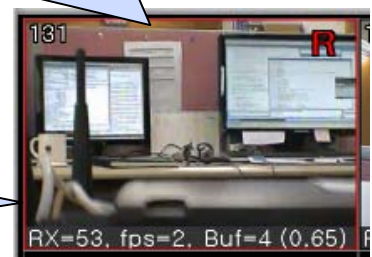
Event display/notification

- For sensor event, both Tree view and display unit show special marks.
- For any types of events, it is possible to generate sound effect (at **Display** tab)

Sensor node in the Tree view reflects the state of the sensor




The border of a display unit blinks in red colour when the sensor event happens on the corresponding server

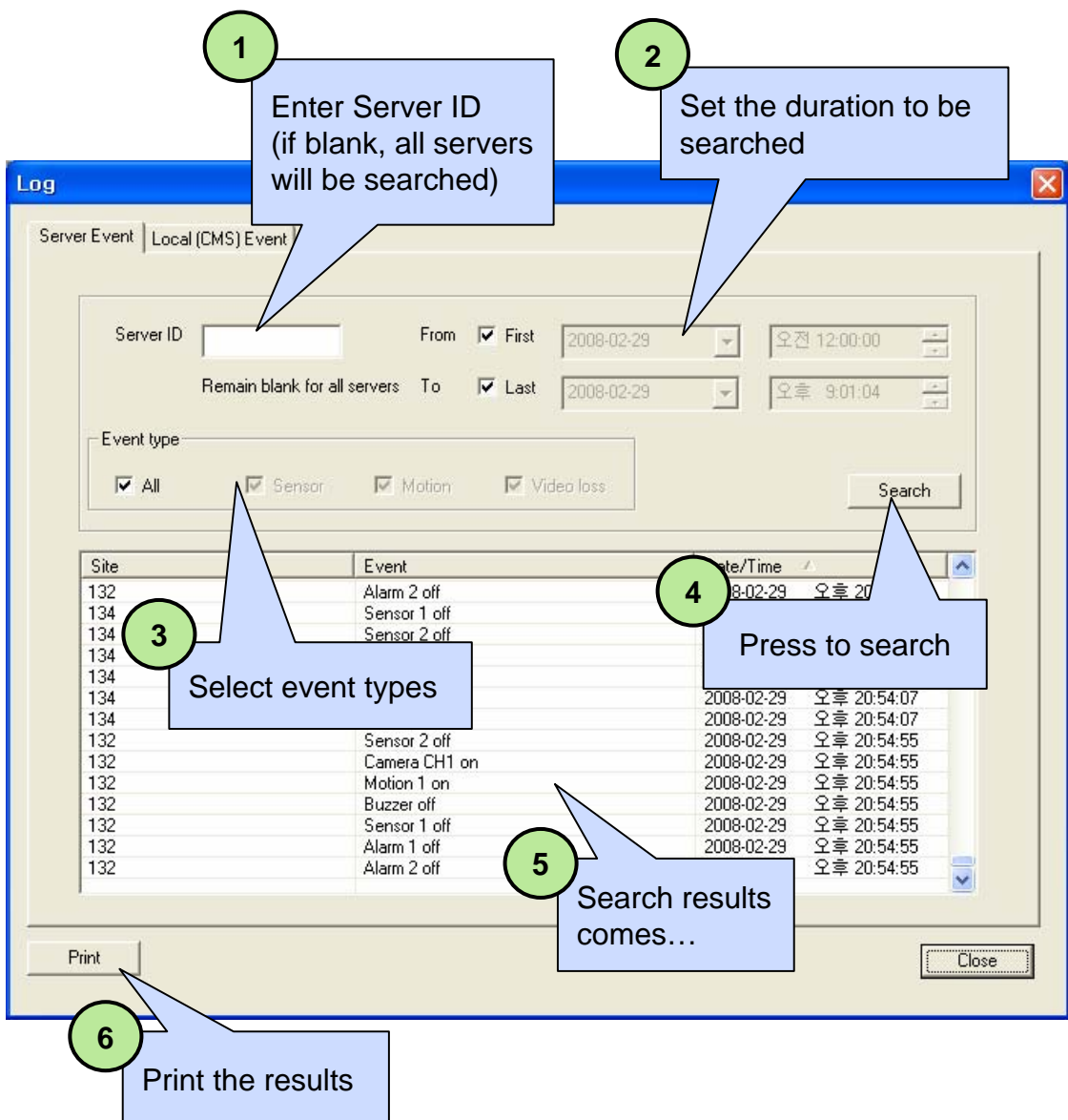


Blinking stops if the display unit is clicked by mouse

5-5 Event and alarm

b. Event Search

Event Search window is invoked by pressing **Event Search** button 
Event Search window consists of two sections: Server event and Local (Cymanager) event. They can be searched in the same way.



The screenshot shows the 'Event Search' window with the following components and steps:

- 1** Enter Server ID (if blank, all servers will be searched)
- 2** Set the duration to be searched
- 3** Select event types
- 4** Press to search
- 5** Search results comes...
- 6** Print the results

The window displays a table of search results with columns for Site, Event, and Date/Time.

Site	Event	Date/Time
132	Alarm 2 off	2008-02-29 오후 20:54:07
134	Sensor 1 off	2008-02-29 오후 20:54:07
134	Sensor 2 off	2008-02-29 오후 20:54:55
134		2008-02-29 오후 20:54:55
134		2008-02-29 오후 20:54:55
132	Sensor 2 off	2008-02-29 오후 20:54:55
132	Camera CH1 on	2008-02-29 오후 20:54:55
132	Motion 1 on	2008-02-29 오후 20:54:55
132	Buzzer off	2008-02-29 오후 20:54:55
132	Sensor 1 off	2008-02-29 오후 20:54:55
132	Alarm 1 off	2008-02-29 오후 20:54:55
132	Alarm 2 off	2008-02-29 오후 20:54:55

5-5 Event and alarm

c. Mapping actions to events

For events from servers, various actions can be associated. Currently 6 types of actions are defined and further actions can be added if necessary.

- Highlight video window with red rectangle
- Sound effect
- Automatic screen mode change
- Automatic video ON
- Event window display and logging
- Automatic enabling of audio output
- Change active channel

The screenshot shows the 'Setup' window with the 'Event' tab selected. A table lists actions and their applicability to different sensors.

Action	Sensor	Motion	Video loss
Highlight video window	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Sound effect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Automatic screen mode change	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Automatic video ON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Event window display and logging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Automatic enabling of audio output	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Change active channel	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Play wave file to server	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Callouts from the image:

- Draw red rectangle in the border of the video window (points to the 'Highlight video window' action)
- Play wave file or Windows beep (points to the 'Play wave file to server' action)
- Depending on event type some actions are not applicable (points to the 'Automatic screen mode change' action)
- Screen mode is changed to show the channel with event: 1x1 => 2x2 etc. (points to the 'Automatic screen mode change' action)
- Video-On automatically for Video-Off channel (points to the 'Automatic video ON' action)
- Events are displayed on Event Window and logged (points to the 'Event window display and logging' action)
- Auto output mute control (points to the 'Automatic enabling of audio output' action)
- Change active channel (points to the 'Change active channel' action)

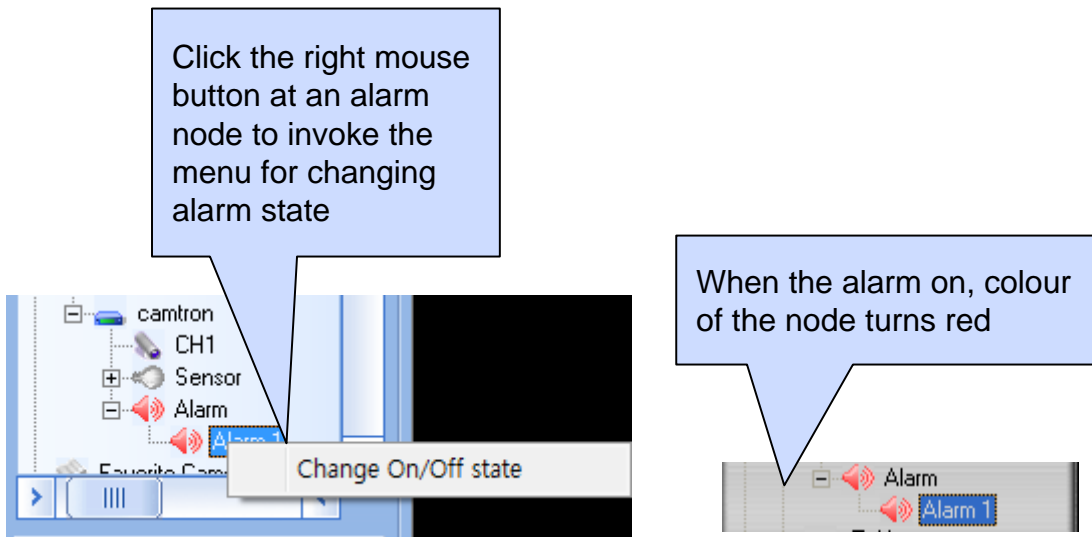
How to stop the action

- Highlight video window and sound effect stops if corresponding video window is clicked .(Wave file play stops only after playing the file completely)

5-5 Event and alarm

d. Alarm(relay) control

The server's alarm port can be controlled remotely from Cymanager. An alarm node in the Tree View comes grey when the alarm is off, and comes red when the alarm is on.



5-5 Event and alarm

e. E-mail and FTP setup

E-mail sending and/or FTP upload can be specified as the actions of an event. In current version, only manual operation at Snapshot dialog is supported. These actions can be specified as the actions of other events in the future.

The screenshot shows the 'Setup' dialog box with the 'General' tab selected. The window title is 'Setup'. The tabs are: Server, Audio, Play, General, Storage, Record, Event, Security, Serial, and Network. The version information 'v1.5.49.1' and 'b090226' is displayed. The 'E-mail' section includes fields for SMTP server, Send address, Destination address, Title, and Content. There is a 'Test send' button and a 'PTZ tour interval' slider set to 3 (sec). The 'FTP transfer' section includes fields for Server address, Directory, Login ID, and Password, along with a 'Connect timeout (sec)' spinner set to 1. There are 'Load' and 'Save' buttons for configuration files. The 'Remote Search Server' section has a checked 'Start Remote Search Server' checkbox. The 'Multi Language' section has a 'Language' dropdown menu set to 'English (United States)'. Callout boxes provide additional context: 'Information for E-mail sending' points to the E-mail fields, 'Information for FTP uploading of files' points to the FTP transfer fields, and 'Test button to check if E-mail can be sent with the specified information' points to the 'Test send' button.

Information for E-mail sending

Information for FTP uploading of files

Test button to check if E-mail can be sent with the specified information

Setup

Server Audio Play General Storage Record Event Security Serial Network

v1.5.49.1 b090226

E-mail

SMTP server

Send address

Destination address

Title

Content

☒ Use authentication

User account

Password

Test send

PTZ tour interval

3 (sec)

FTP transfer

Server address

Directory

Login ID

Password

Connect timeout (sec)

1

Configuration on file

Load configuration from a file

Save configuration to a file

Load

Save

Remote Search Server

☒ Start Remote Search Server


Multi Language

Language

English (United States)

OK Cancel Apply

5-6 Still image capture

Press **Capture** button  to capture a still image. Captured image can be saved as BMP or JPEG format. Before saving or printing the image, it is possible to edit the image for inserting a title or privacy masking. It is also possible to insert digital signature(watermark), which can be recognized by a special viewer(JPEG view.exe). This feature is supported for JPEG format only.



Capture button

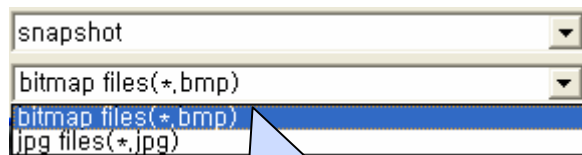
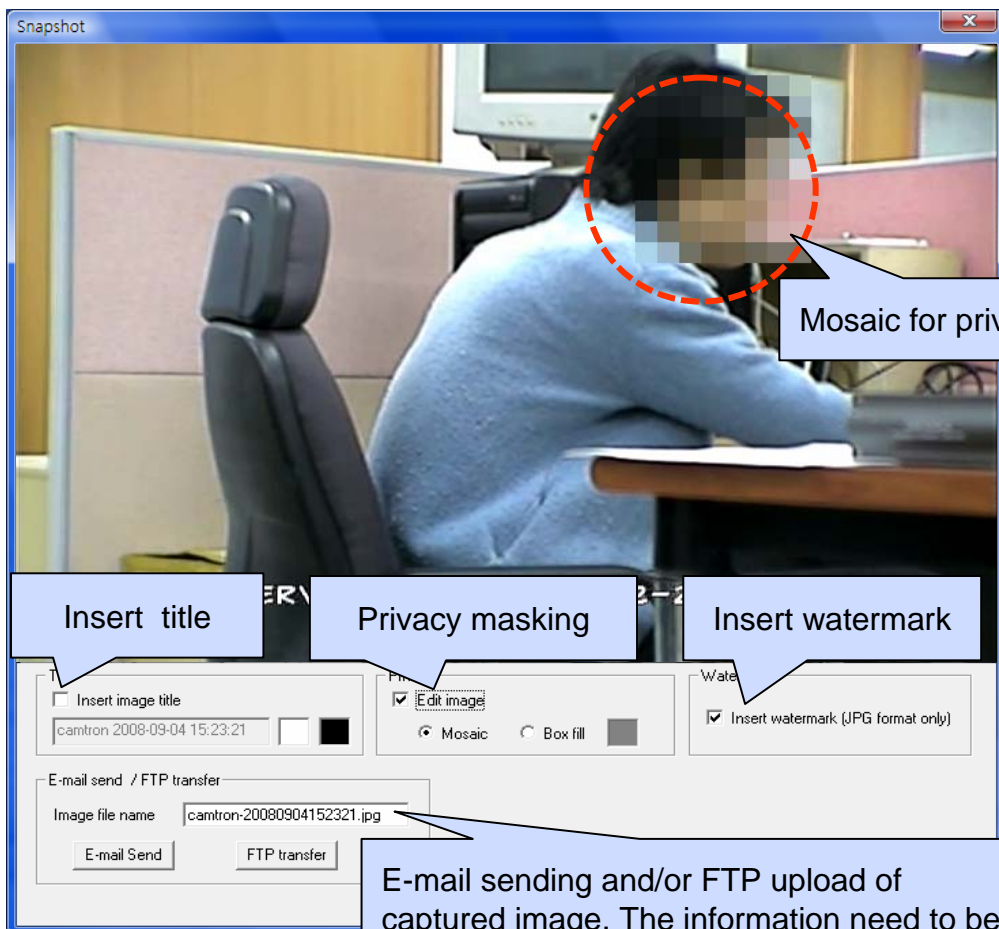


Image format selection at Save As dialog



Mosaic for privacy

Insert title

Privacy masking

Insert watermark

E-mail sending and/or FTP upload of captured image. The information need to be configured in General tab

5-7 Watermarking

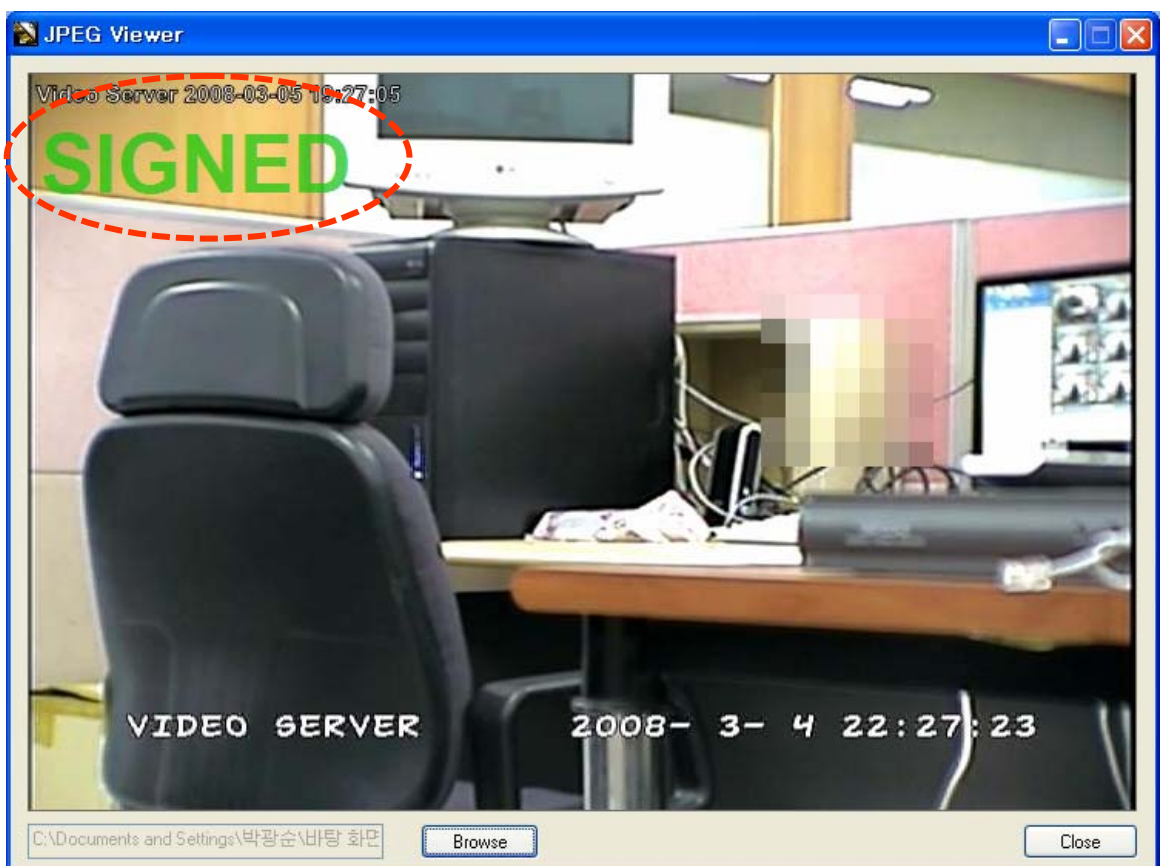
Inserting watermark

Watermark(or digital signature) can be inserted by checking “Insert watermark” item on Snapshot dialog. It works only in case the image is saved as JPEG format.

Checking the validity of an image

Validity of an image can be checked by a special JPEG viewer(JPEGViewer.exe) in the installed folder. It tells the type of a JPEG image in three ways:

- SIGNED: captured by Cymanager and not modified since then
- NOT SIGNED: not captured by Cymanager
- MODIFIED: captured by Cymanager but modified since then



6. Recording

1) Overview

Features of recording

Video, audio and event data can be recorded into disks with the following features.

- Simultaneous recording of max 36 video channels and max 36 audio channels
- Support of long pre-event and post-event recording time
- Time-lapse recording and event-based recording with various combination of events
- Disk recycling on disk full
- Disk add/drop without affecting existing data recorded

Procedure for recording configuration

In order to make recording work, it is necessary to configure storage and record setting in the following order.

① Configure storage (**Storage** tab)

Cymanager allocates a large file in each disk for recording multiple channels effectively. It is necessary to allocate storage file in the disks to be used.

② Configure recording mode and schedule for each channel (**Record** tab)

For each video channel, recording mode and schedule need to be set.

③ Configure the association between events and video channels (**Event** tab)

In case of event-based recording, it is necessary to associate events and video channels

④ Start recording with **Record** button



Notice: Recording on to C: drive should be avoided. If it is inevitable, the option for Cache writing on the disk should be disabled.

6. Recording

2) Storage setup

The first step is to allocate storage files on disks. When there are multiple disks, storage file can be allocated in each disk. In such case, they are used in the order of disk order.

The screenshot shows the 'Setup' window with the 'Storage' tab selected. A table lists disk allocation details for drives c:, d:, e:, and f:. Callout 1 points to the table, indicating that the row for drive e: is selected (highlighted in blue). Callout 2 points to the 'Reserved' column for drive e:, suggesting it can be edited. Callout 3 points to the 'Advanced...' button, indicating it is used for configuring file generation interval or size. Callout 4 points to the 'Overwrite' radio button under 'On disk full', indicating it should be selected for recycling mode. An 'Advanced settings' dialog box is also shown, with fields for Bitrates, File size and Interval, and File Size to set (Mb).

1 Select disk on which storage file is allocated
(Press the row to make it active: blue coloured)

2 Edit Reserved size if some space will be reserved without recording data in the disk

3 Press **Advanced** button for configuring file generation interval or size

4 Select '**Overwrite**' for recycling mode

Advanced settings

Bitrates

Bitrate per channel (kbps) 2000

Number of channels 3

Total bitrate (kbps) 6000 ☐ Manual setting

File size and Interval

Generation Interval (minutes) 60

Recommended file size 2636

File Size to set (Mb) 10240 ☐ Automatic adjustment

OK Cancel

Advanced setting is optional to configure file generation interval and max size of the file. "Bitrates" section is for informative purpose to calculate appropriate interval and size

6. Recording

3) Recording mode and schedule setup

Recording mode(time-lapse mode or combination of various event mode) and schedule can be set for each channel.

Time-lapse recording: the camera is recorded continuously according to the schedule

Event-based recording: the camera is recorded when one or more events happens

- (1)Set **Record** to On
- (2)Select record mode to apply to the schedule table
- (3)Set the schedule by clicking the cells or drag & drop
- (4)Specify Pre/Post event time in case of event-based recording

Record On/Off

Select audio channel to be recorded together with this video channel

No	Name	Record	Resolution	FPS	Preference	Bitrate	Quality	I-Frame	PreEvent...	PostEve...	Audio1
1	CH1	On	352x240	30	Bitrate	2000	Eco...	200	30	180	

Video settings are read-only

4 Pre/Post-event recording time

3 Use mouse to configure schedule

2 Recording mode selection before setting the schedule

Time Lapse mode

By events

Sensor

Motion

Video Loss

Off

Time Laps

Sensor

Motion

Video Loss

Sensor&Motion

Motion&Video Loss

Sensor&Video Loss

Sensor+Mot&Video Loss

One or more events can be combined

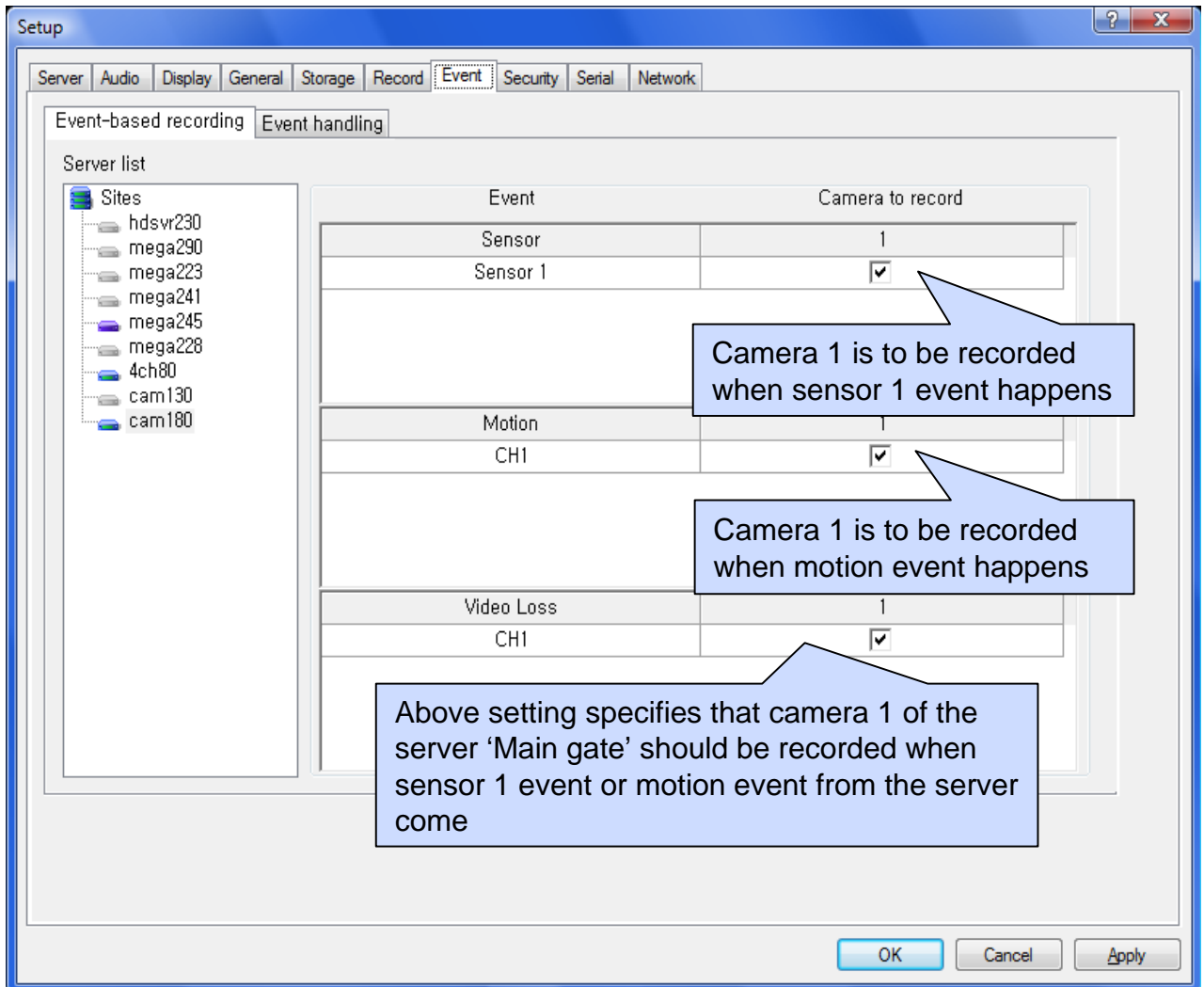
Different colours for combination of recording modes

6. Recording

4) Association of events and cameras for recording

In order to do event-based recording, it is necessary to make the association between an event and the cameras to be recorded. When the server has multiple number of video channels, more than one cameras can be associated to an event.

Event-based recording is not enabled for event types which are not selected in “Events to be processed” setting.



6. Recording

5) Recording control(On/Off)

Record button is used as the master control of recording. **Record** button should be ON for any type of recording(time-lapse or event-based) to work. If **Record** button is OFF, all recording stop.



Recording is ON



Recording is OFF

Notice: At least one disk(storage) file on which storage file is allocated should be selected for the recording to proceed.

Disk Allocation				
Drive	Total(GB)	Available(GB)	Allocation(GB)	Used(GB)
<input type="checkbox"/> c:	19.53	6.38	0.00	0.00 (0%)
<input type="checkbox"/> d:	55.01	25.46	3.00	0.05 (2%)

C: No storage file allocation on C drive
D: Storage file is allocated, but not selected(selected)



This error comes when **Record** button is pressed without selecting disk to record

7. Search and Playback

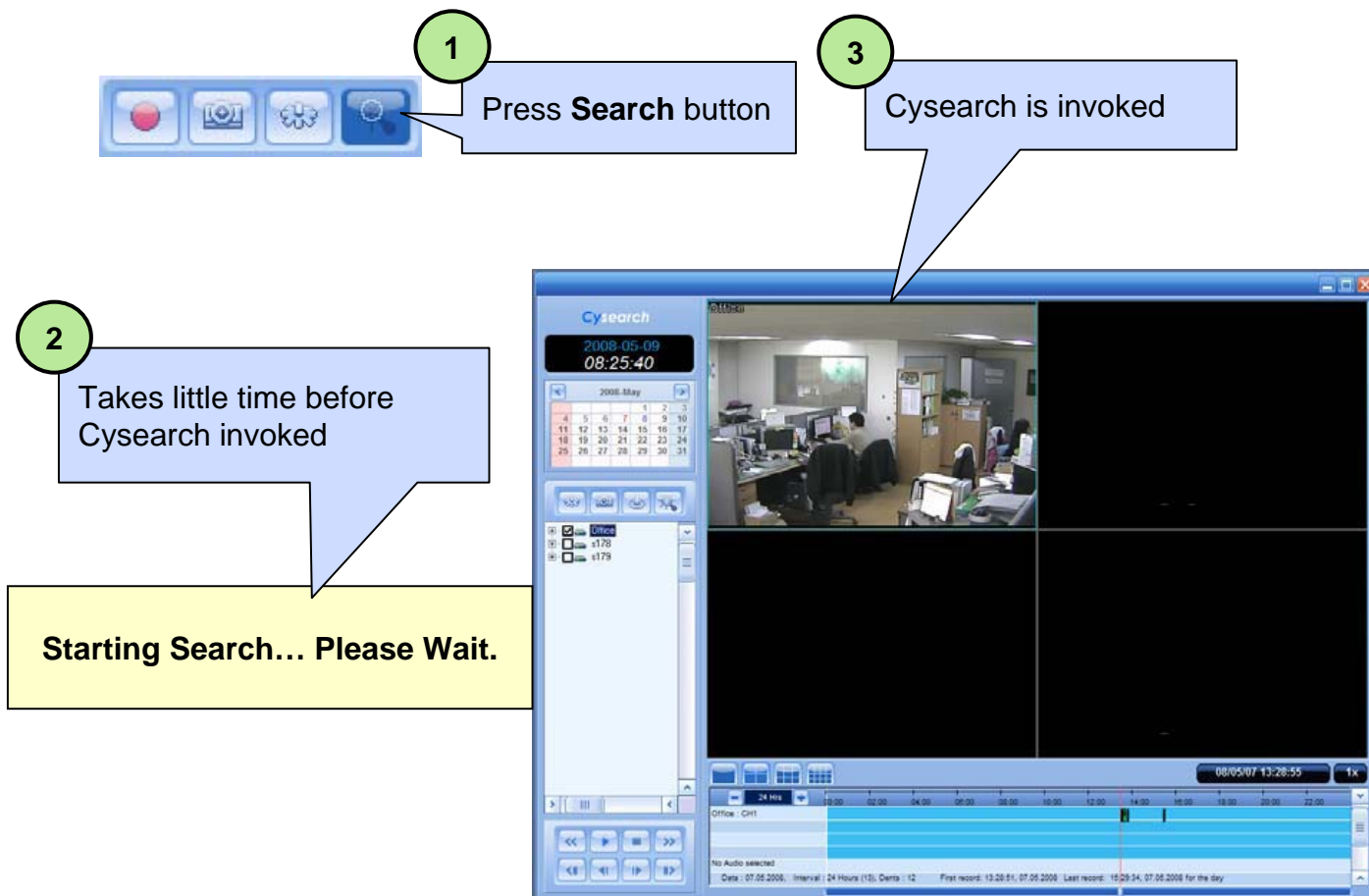
1) Overview

Cysearch program is for searching and playback of video, audio event data.

Cysearch can be executed in two ways:

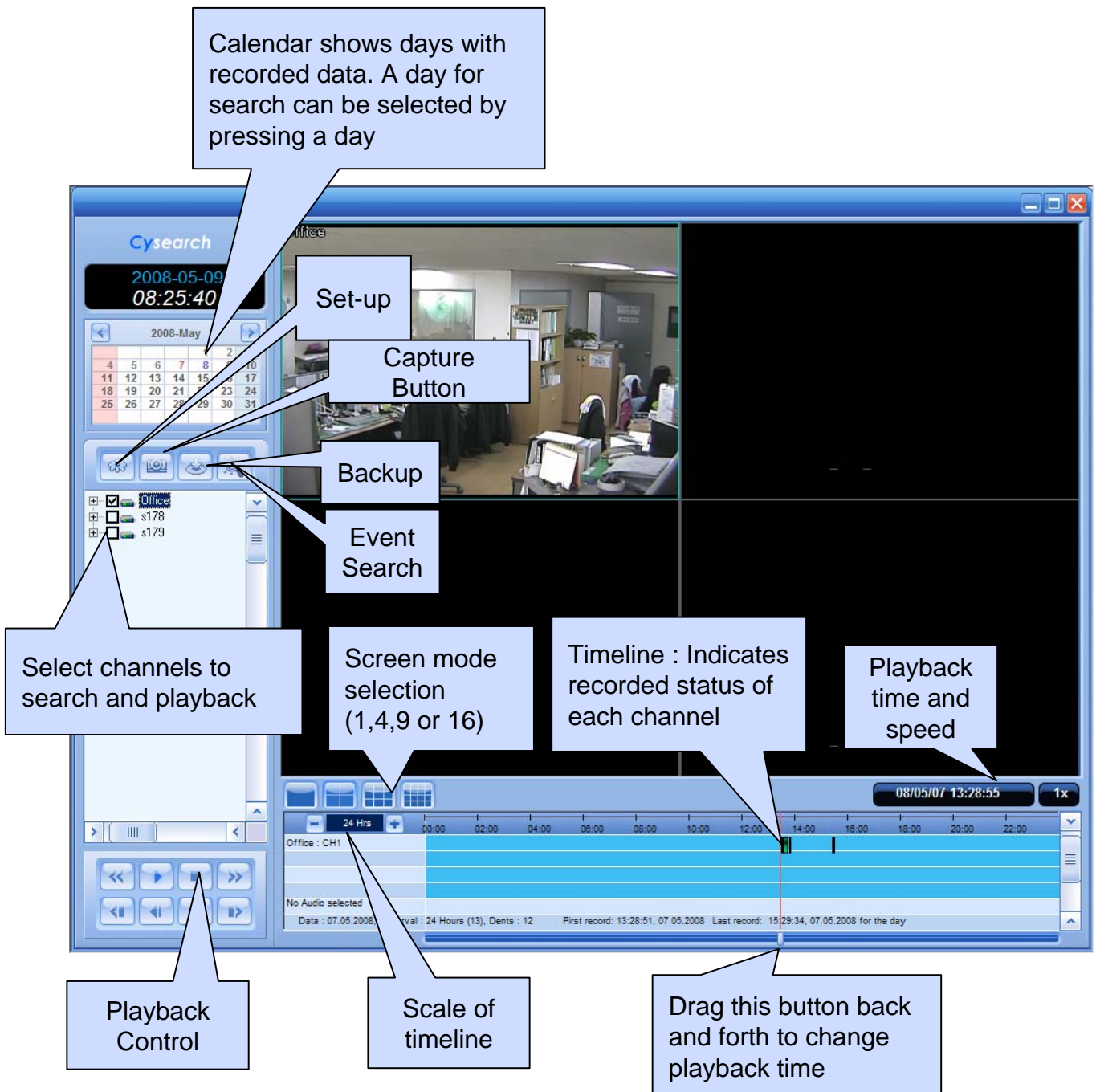
- Invoked independently from Cymanager
- By pressing **Search** button in the Cymanager program

It offers simultaneous playback of up to 16 channels. One audio channel can be played together with video channels.



7. Search and Playback

2) Cysearch interface

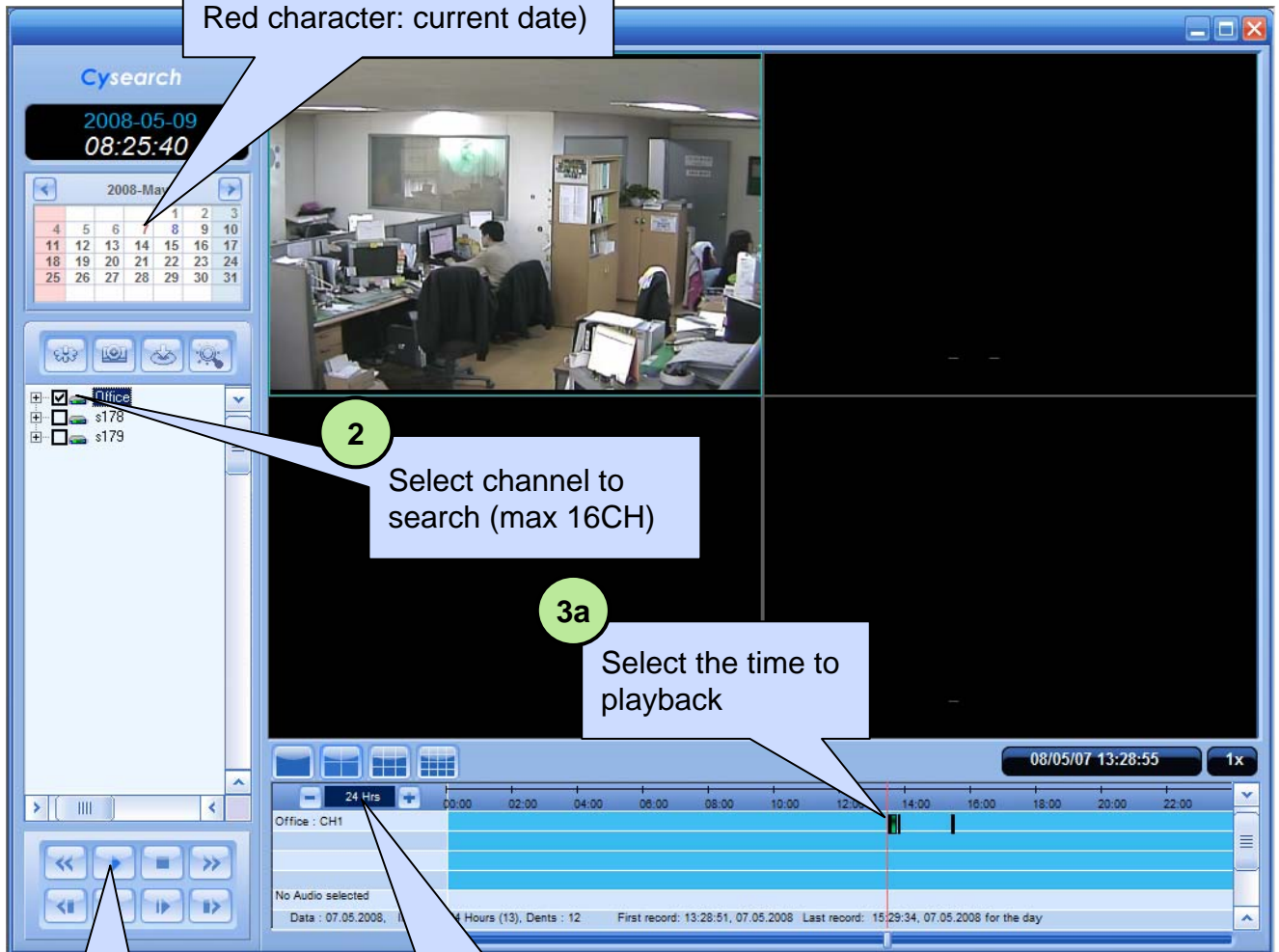


7. Search and Playback

3) Search by date and time

1

Select the date to search
(Blue character : there is recorded data,
Red character: current date)



2

Select channel to search (max 16CH)

3a

Select the time to playback

4


Playback control

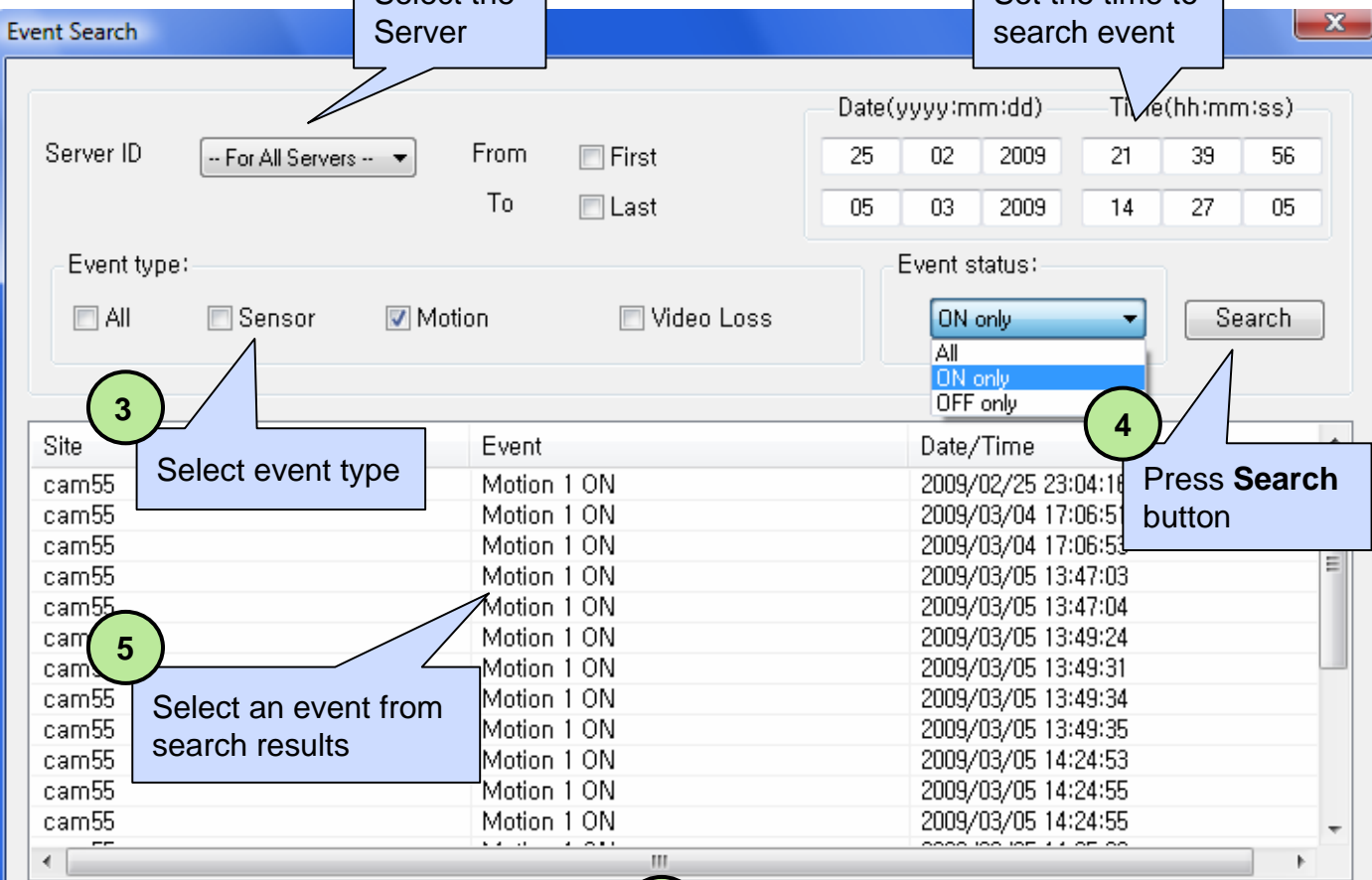
3b

Adjust the scale of the timeline if necessary

7. Search and Playback

4) Search by event

Once clicking **Event Search** button , the **Event Search** window is opened. On the **Event Search** window, various conditions can be combine to find specific events. Then, video channels associated with a specific event can be searched and played (Association between events and video channels is determined at recording configuration: **Event** tab of Cymanager).



The screenshot shows the 'Event Search' window with the following components and steps:

- 1 Select the Server:** A dropdown menu for 'Server ID' set to '-- For All Servers --'.
- 2 Set the time to search event:** Two date/time pickers. The first is set to 25/02/2009 21:39:56, and the second is set to 05/03/2009 14:27:05.
- 3 Select event type:** Radio buttons for 'Event type' with 'Motion' selected. Other options are 'All', 'Sensor', and 'Video Loss'.
- 4 Press Search button:** A 'Search' button next to an 'Event status' dropdown menu (set to 'ON only').
- 5 Select an event from search results:** A table of search results with columns 'Site', 'Event', and 'Date/Time'.
- 6 Press Play button to start playback of channels associated with the event:** A 'Play' button at the bottom of the window.

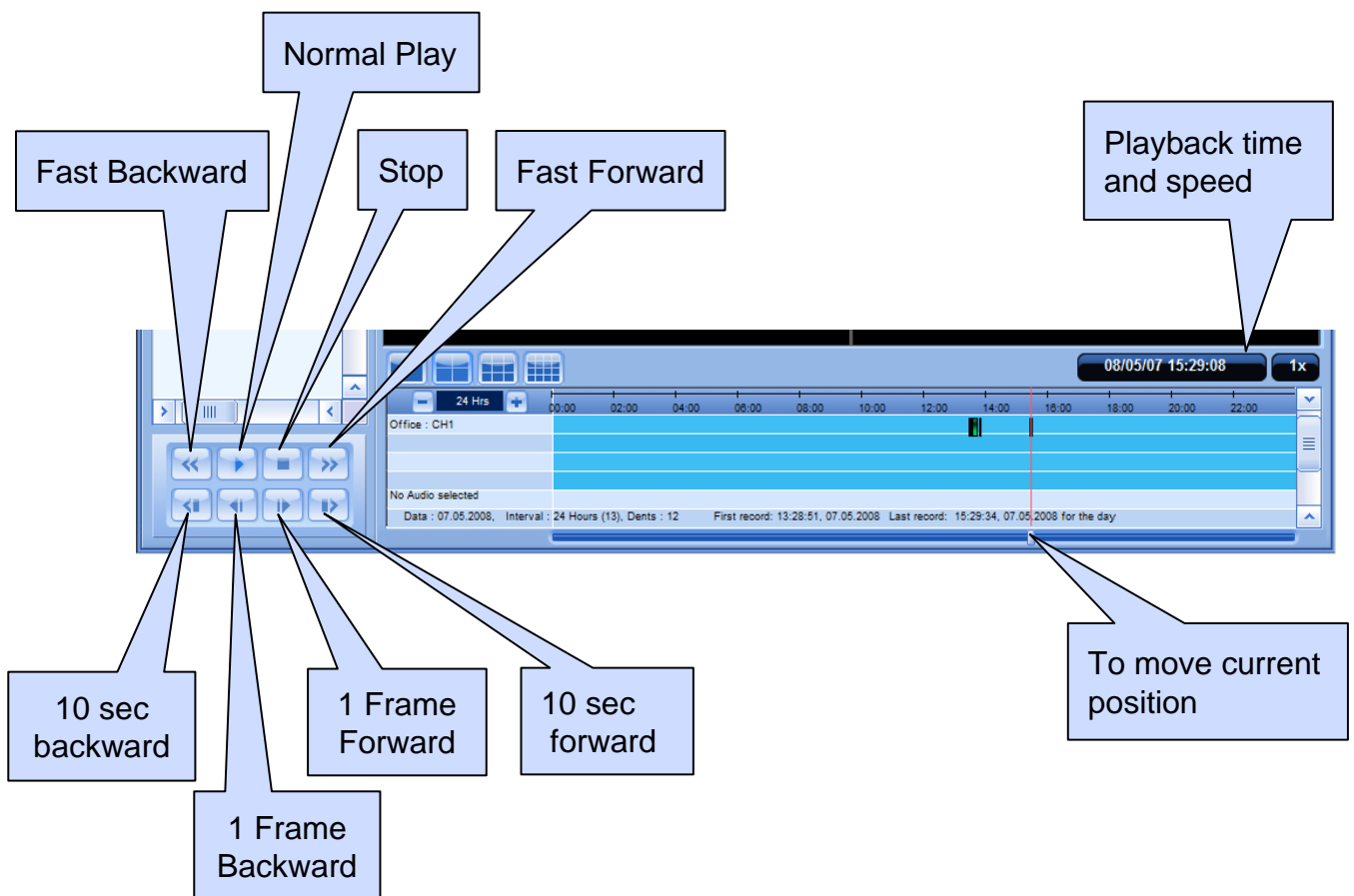
Site	Event	Date/Time
cam55	Motion 1 ON	2009/02/25 23:04:18
cam55	Motion 1 ON	2009/03/04 17:06:51
cam55	Motion 1 ON	2009/03/04 17:06:53
cam55	Motion 1 ON	2009/03/05 13:47:03
cam55	Motion 1 ON	2009/03/05 13:47:04
cam55	Motion 1 ON	2009/03/05 13:49:24
cam55	Motion 1 ON	2009/03/05 13:49:31
cam55	Motion 1 ON	2009/03/05 13:49:34
cam55	Motion 1 ON	2009/03/05 13:49:35
cam55	Motion 1 ON	2009/03/05 14:24:53
cam55	Motion 1 ON	2009/03/05 14:24:55
cam55	Motion 1 ON	2009/03/05 14:24:55

7. Search and Playback

5) Playback control

While playback is going on, various playback control operations can be performed to find a scene more quickly. It is possible to add and delete channels during playback.

The Fast Forward and Fast Backward support 4, 9, 16 times speed and they show only key frames. 1 Frame Backward also moves back to previous key frame.



7. Search and Playback

When the playback reaches the first position or the last position having data in backward or forward playback respectively, Cymanager may show a dialog box to ask if timeline data is to be updated.

This happens because the first position or the last position can be changed during playback due to storage recycling or recording of new data respectively. It doesn't happen if recording is not in progress.

A dialog box to ask if timeline data is to be updated

When it reaches the end of the timeline...

The screenshot displays the Cymanager software interface. On the left, there is a sidebar with a calendar for May 2008 and a list of channels including 'Office' and 's60'. The main area is divided into a video feed showing an office scene and a large black area. At the bottom, a timeline shows a 1-hour interval from 08:40 to 09:35. A red vertical line indicates the current playback position at 08:58:40. A 'Confirmation' dialog box is open, asking 'Storage became out of date, refresh is needed. Refresh ?' with '예(Y)' (Yes) and '아니오(N)' (No) buttons. The status bar at the bottom indicates 'Data : 09.05.2008, Interval : 1 Hour (9), Dents : 12' and provides first and last record timestamps.

Confirmation

Storage became out of date, refresh is needed. Refresh ?

예(Y) 아니오(N)

08/05/09 08:58:40

1 Hour

Office : CH1

No Audio selected

Data : 09.05.2008, Interval : 1 Hour (9), Dents : 12

First record: 08:52:48, 09.05.2008 Last record: 08:58:40, 09.05.2008 for the day

7. Search and Playback

6) Remote search and playback

It is possible to search and playback of recorded data in a remote system. The data in the remote system can be recorded by Cymanager or NVR. The only difference between local search and remote search is the selection of the storage. In case of remote search, the NVR should be specified in **Connect** tab of **Setup**.

Notice: Remote Search Server(TRSS.EXE) should be running on the remote PC.

The screenshot shows the 'Setup' window with the 'Connect' tab selected. The 'Storage access' section has 'Remote' selected. The 'Buffering time (sec)' is set to 5. A table lists two NVRs: 'NVR' and 'NVR2', both with status 'NOT CONNECTED'. An 'Add NVR' dialog box is open in the foreground, showing fields for Name, Address, Port, Login, and Password.

1 Select the storage - Local disk or remote NVR

2 Select the NVR to connect. Only one NVR can be connected at a time

3 Set buffering time. Buffering can be used when the network to the NVR has low bandwidth

NVR Name	Address	Port	Status	Login
<input checked="" type="checkbox"/> NVR	192.168.0.101	2121	NOT CONNECTED	admin
<input type="checkbox"/> NVR2	192.168.0.102	2121	NOT CONNECTED	admin

Buttons: Add, Modify, Remove

Add NVR dialog box fields:


- Name: NVR2
- Address: 192.168.0.2
- Port: 2121
- Login: admin
- Password:

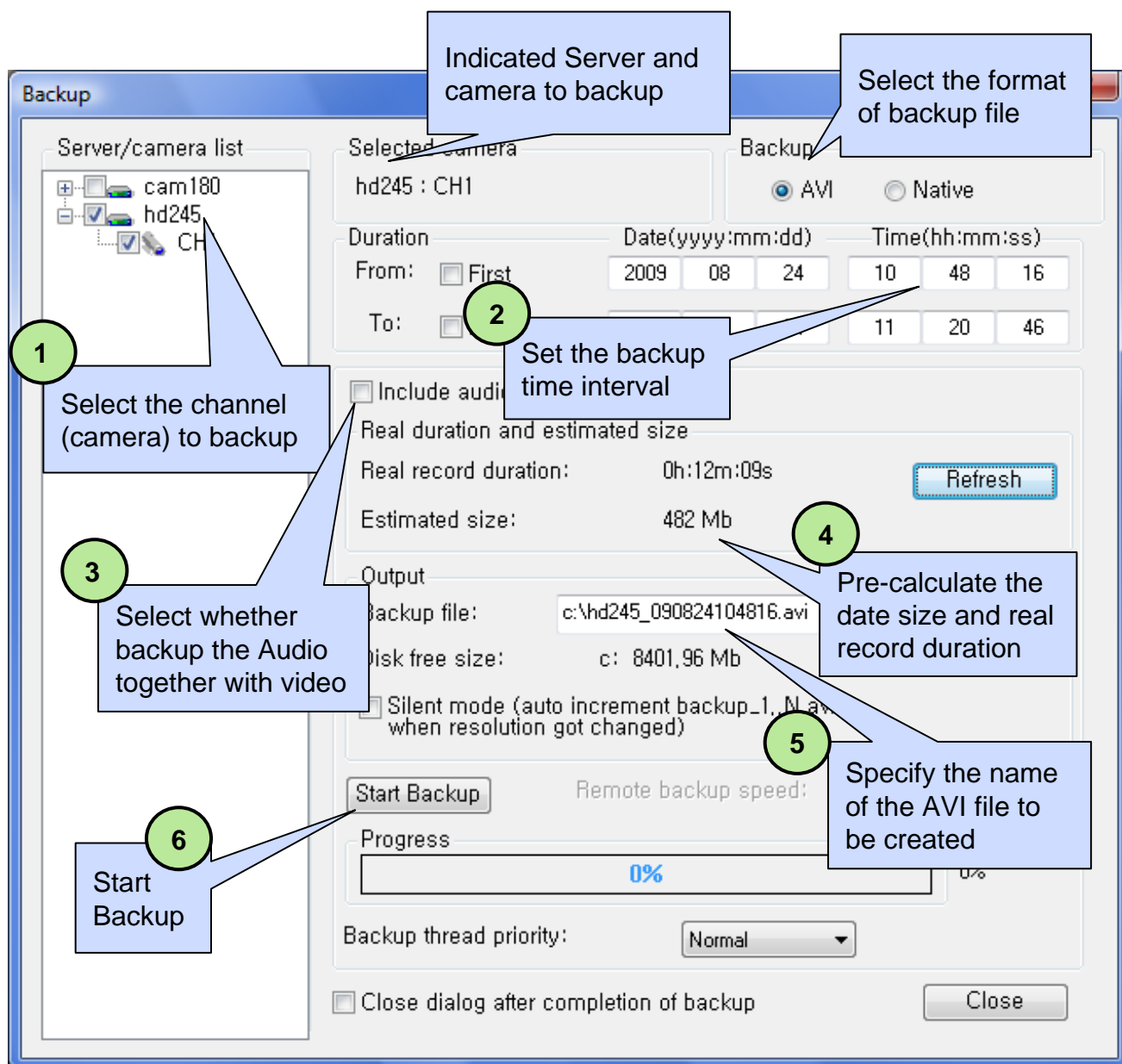
Buttons: OK, Cancel

Dialog to add new NVR. Port 2121 is used by default

7. Search and Playback

7) Backup

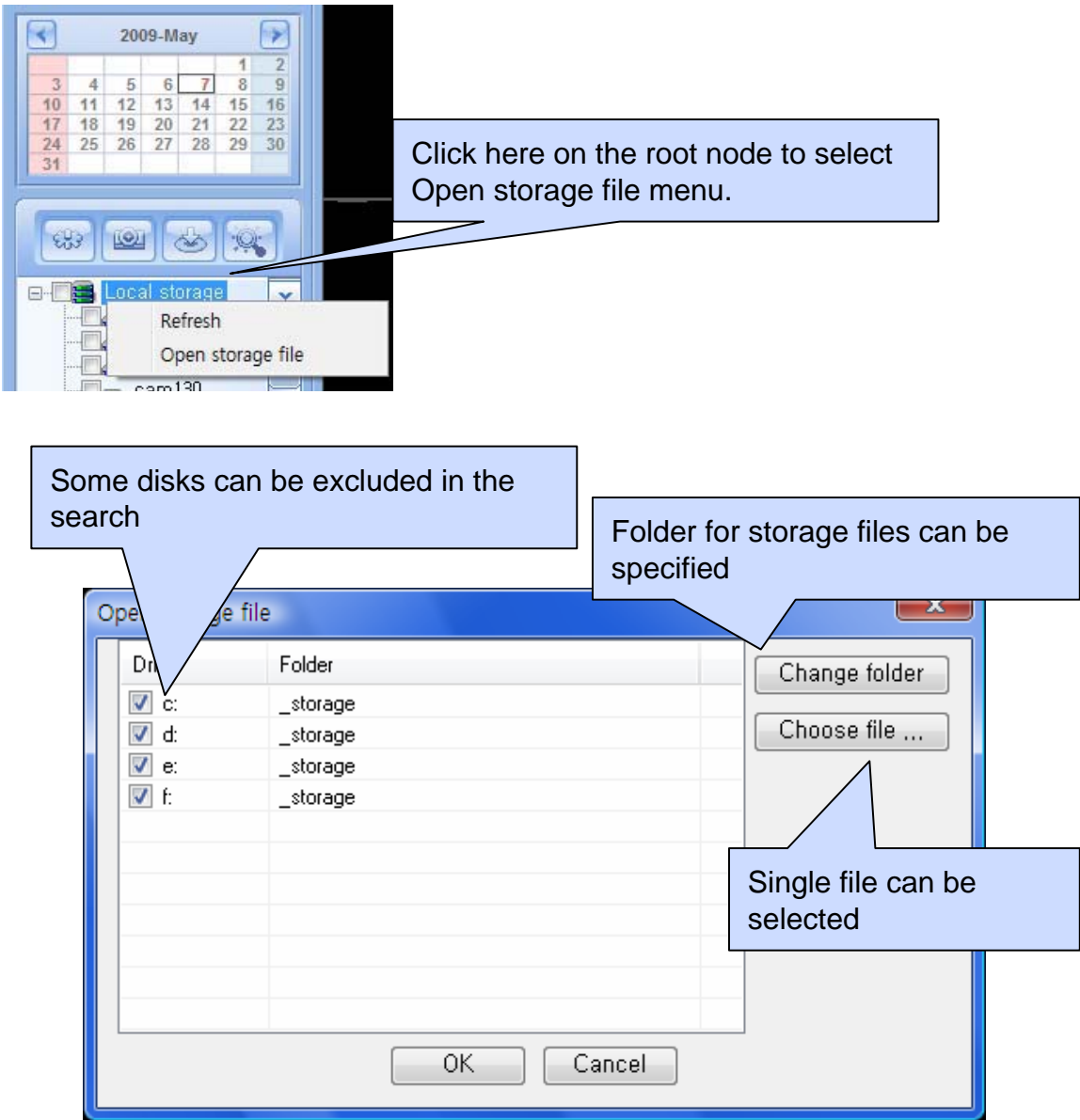
Backup enables you to take backup of a recorded duration into AVI file. Pressing Backup button , a dialog for AVI backup is invoked.



7. Search and Playback

8) Playing a single storage file

Individual storage file or a set of storage files under a specified folder can be searched and played. This feature is useful for playing a storage file which was taken as a backup. This feature is enabled only in Local Search mode.



8. EMap

1) Overview

TMAP application

An independent application called **TMAP** is provided for MAP-based monitoring.

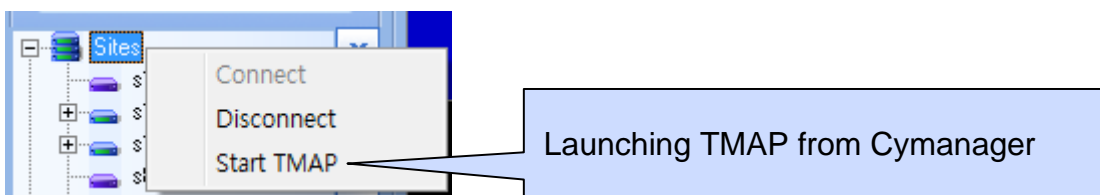
TMAP is installed on Cymanager installation, and can be launched from Cymanager.

TMAP gets the information on servers/cameras from the Cymanager. So Cymanager should be running for TMAP's operation.

Since TMAP and Cymanager communicate using TCP/IP, they can run on different PCs. Furthermore it is possible to make one TMAP application work with more than one Cymanager. For example, there can be four PCs each of which is running Cymanager for 16 channel monitoring, and one additional PC dedicated for TMAP application.

TMAP provides the following functions.

- Display image maps with camera icons on it
- Display pop-up video manually or by events
- Event handling: various actions on events including pop-up video display, highlighting the camera icon, and sound effect
- On-screen PTZ control
- Camera selection: camera selection on TMAP is reflected to Cymanager



8. EMap

2) TMAP GUI

List of maps registered

Pop-up video

Camera icon

Cymanager and camera list
- It should be connected to Cymanager to get list of cameras

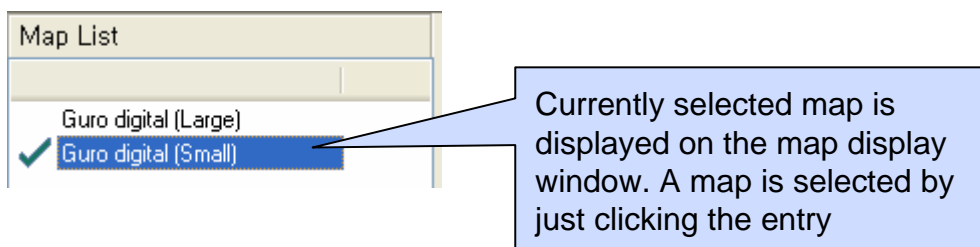
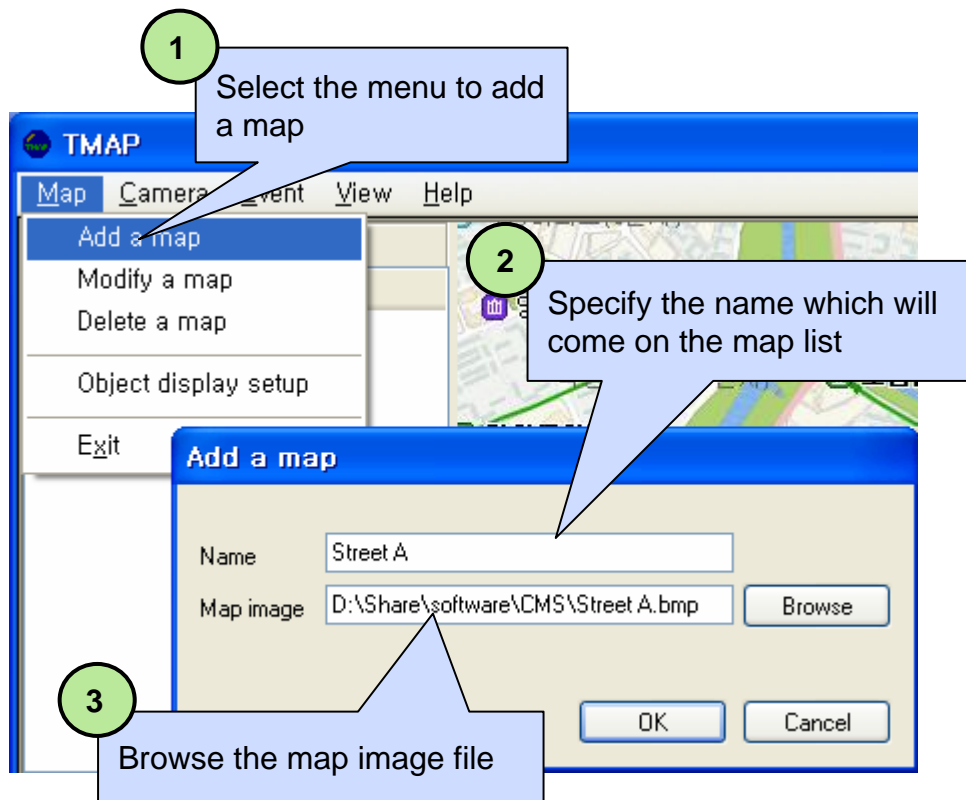
Event window

No	Camera Name	Event	Time
68	cam180	Motion 1 Off	(2009/03/27 13:5...
69	cam180	Motion 1 On	(2009/03/27 13:5...
70	cam180	Motion 1 Off	(2009/03/27 13:5...
71	cam180	Motion 1 On	(2009/03/27 13:5...
72	cam180	Motion 1 Off	(2009/03/27 13:5...
73	cam180	Motion 1 On	(2009/03/27 13:5...
74	cam180	Motion 1 Off	(2009/03/27 13:5...
75	mega245	Motion 1 On	(2009/03/27 13:5...
76	mega245	Motion 1 Off	(2009/03/27 13:5...
77	cam180	Motion 1 On	(2009/03/27 13:5...

8. EMap

3) Adding and displaying maps

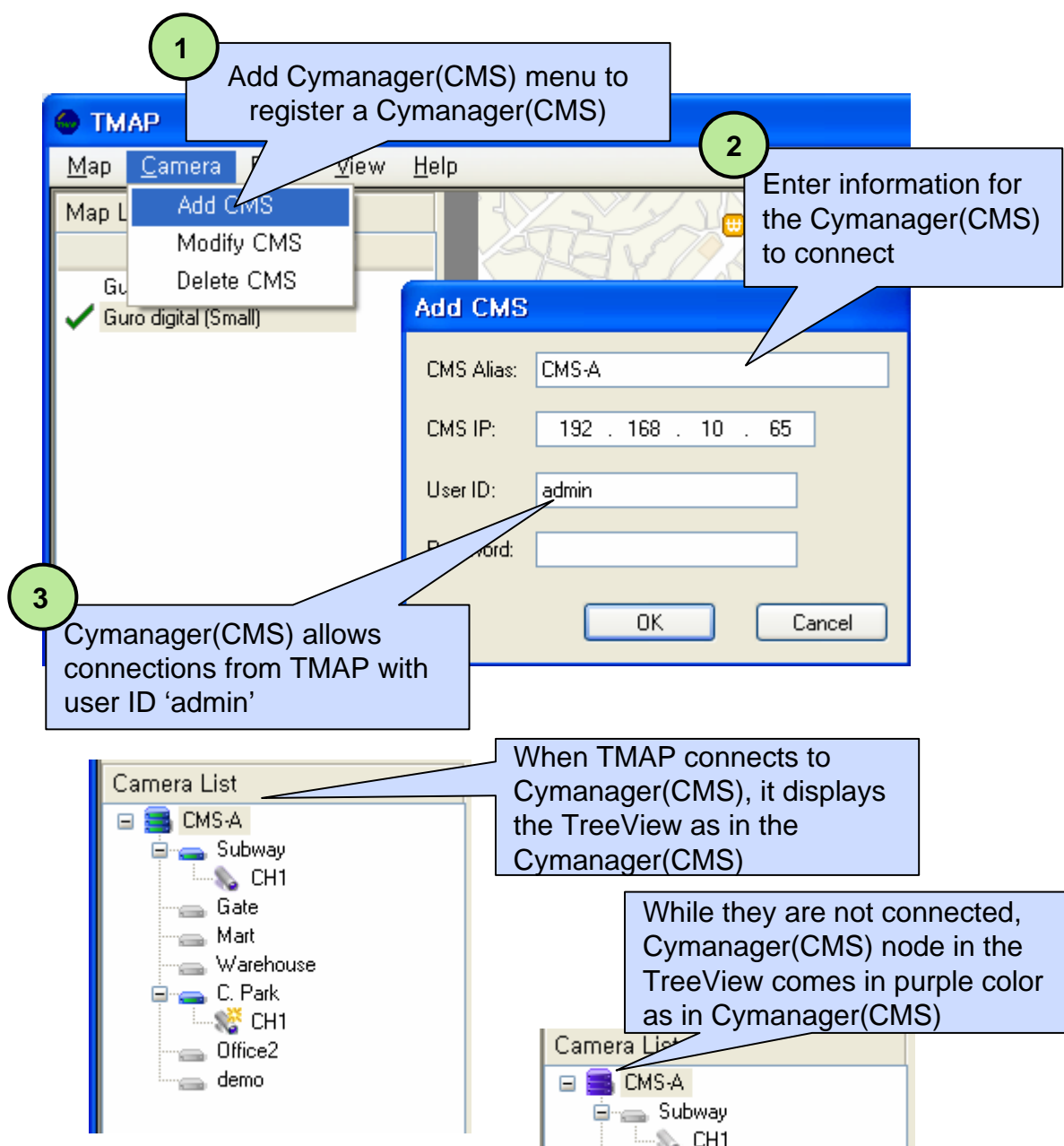
A map in TMAP application is an image file of BMP or JPEG type. When many map images can be added to the map list , only one selected map image is display on the map display window.



8. EMap

4) Getting camera list from Cymanager(CMS)

TMAP gets the list of cameras from Cymanager(CMS). By connecting to a Cymanager(CMS) it gets the information for building the TreeView in Cymanager and duplicate it on **Camera List**.

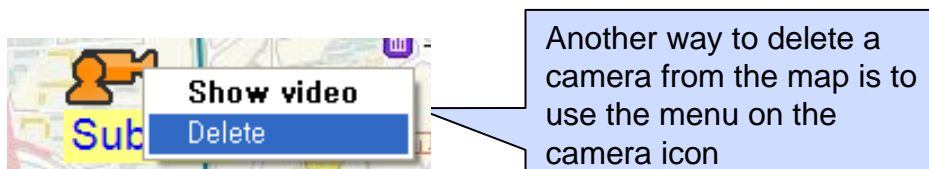
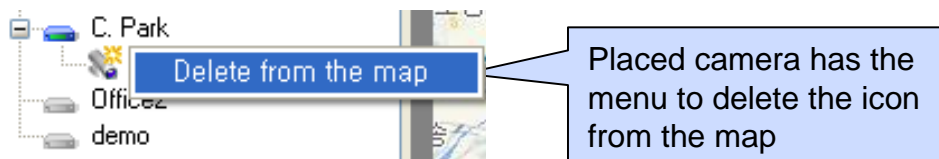


8. EMap

5) Placing cameras on the map

Once camera list is obtained from Cymanager, cameras can be placed and moved on the map. Besides default icon for cameras, it is possible to import user designed icons.




While a camera can be placed only once on a map, it is possible to place a camera more than once on different maps.



8. EMap

6) Customizing objects on the map

It is possible to change camera icons with different icons designed by users. The style of camera

Camera icon	Camera state
	Normal
	Video loss
	Disconnected

1

Object display setup to invoke the dialog

2

Enter new style name

3

Click to import new image (BMP file)

4

Background color used in the image

5

Press Modify to apply new style

Map

Camera

Event

View

Add a map

Modify a map

Delete a map

Object display setup

Exit

Object Display Setup

Camera icon on map

Style

Default

Default

M

Add

Delete

Modify

Connected:

Disconnected:

Videoloss:

Background:

Line for connecting camera and pop-up window:

Camera name on map

Text:

Font

Background:

Transparent

OK

Cancel

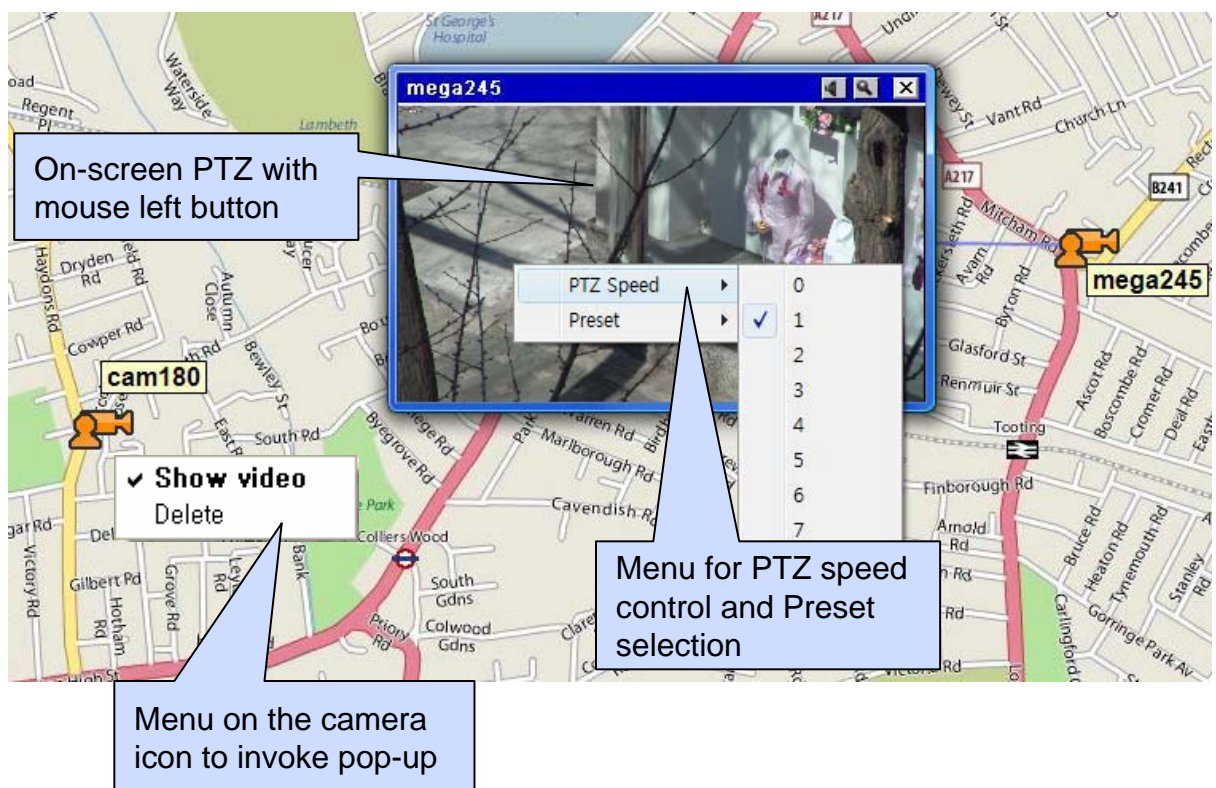
Style of the text and rectangle for showing camera name on the map

8. EMap

7) Pop-up video and PTZ control

Pop-up video for a camera can be opened manually or by events. On-screen PTZ control over the pop-up video can be used to control the camera.

Position and size of pop-up windows are saved and restored on restarting TMAP. Pop-up video is associated with a specific map. When the map is changed, pop-up videos in current map is closed and those defined for new map are opened if any.



8. EMap

8) Event handling

For events coming from camera, it is possible to specify various actions.

Three types of events from camera are handled:

- Sensor, Motion, Video loss

The following actions can be associated with each type of events.

- Highlight the camera node with red circle on the map
- Show pop-up video
- Sound-effect (wave file play or Windows beep sound)
- Display events on Event Window

The 'Event setup' dialog box contains a table for configuring actions for different event types.

Action	Sensor	Motion	Videoloss
Highlight camera node(red circle)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pop-up video window	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sound effect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Event window display and logging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Automatic enabling of audio output	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Change active channel	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Below the table, there are sections for 'Video Window' (Normal Size, Full Screen Size), 'Sound Effect' (Wave file play, Windows Beep), and 'Action Duration' (Continuous, 5 sec to 300 sec slider).

Callouts from the image:

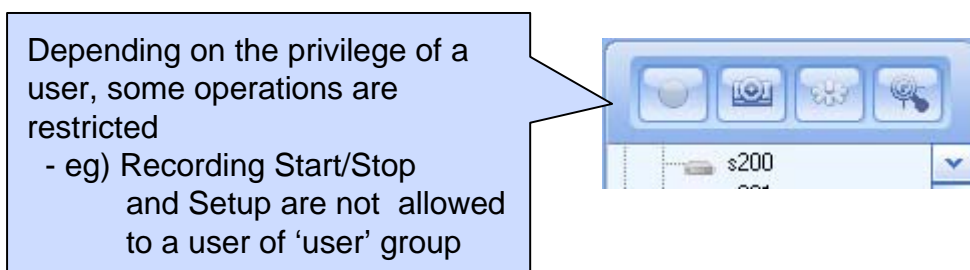
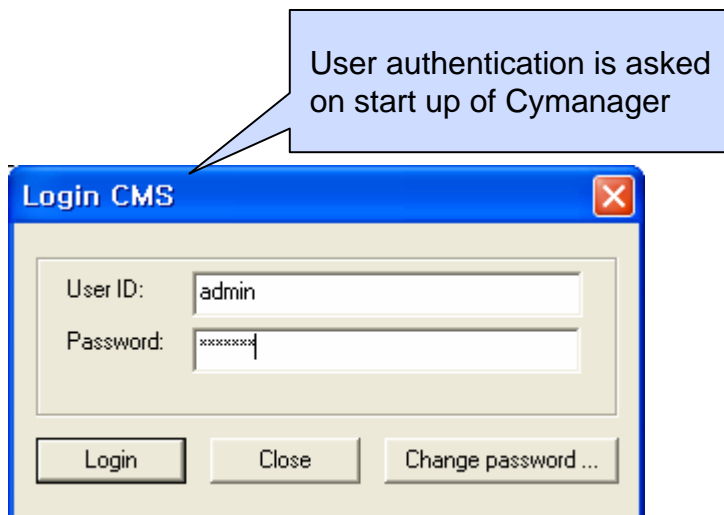
- Actions to event**: Points to the table of actions.
- Depending on event type some actions are not applicable**: Points to the 'Videoloss' column.
- Wave file can be selected**: Points to the 'Wave file' input field and 'Browse' button.
- Specifies the duration of actions: only for Pop-up video window and Highlight camera node**: Points to the 'Action Duration' section.
- Highlighting a camera node**
It disappear when the camera icon is clicked.
Clicking the camera node also stops the sound effect.
- Camera with sensor event is marked specially**: Points to a map showing a camera icon at 'C. Park'.

9. Security

1) Overview

User authentication is performed on start up of Cymanager for security reason. Depending on the privilege group to which a user belongs, some operations are restricted.

Admin user pre-exists as the name 'admin'. Users of other groups can be created only by admin user.



9. Security

2) User groups and privileges

Operations which are not allowed to a user group are restricted in two ways:

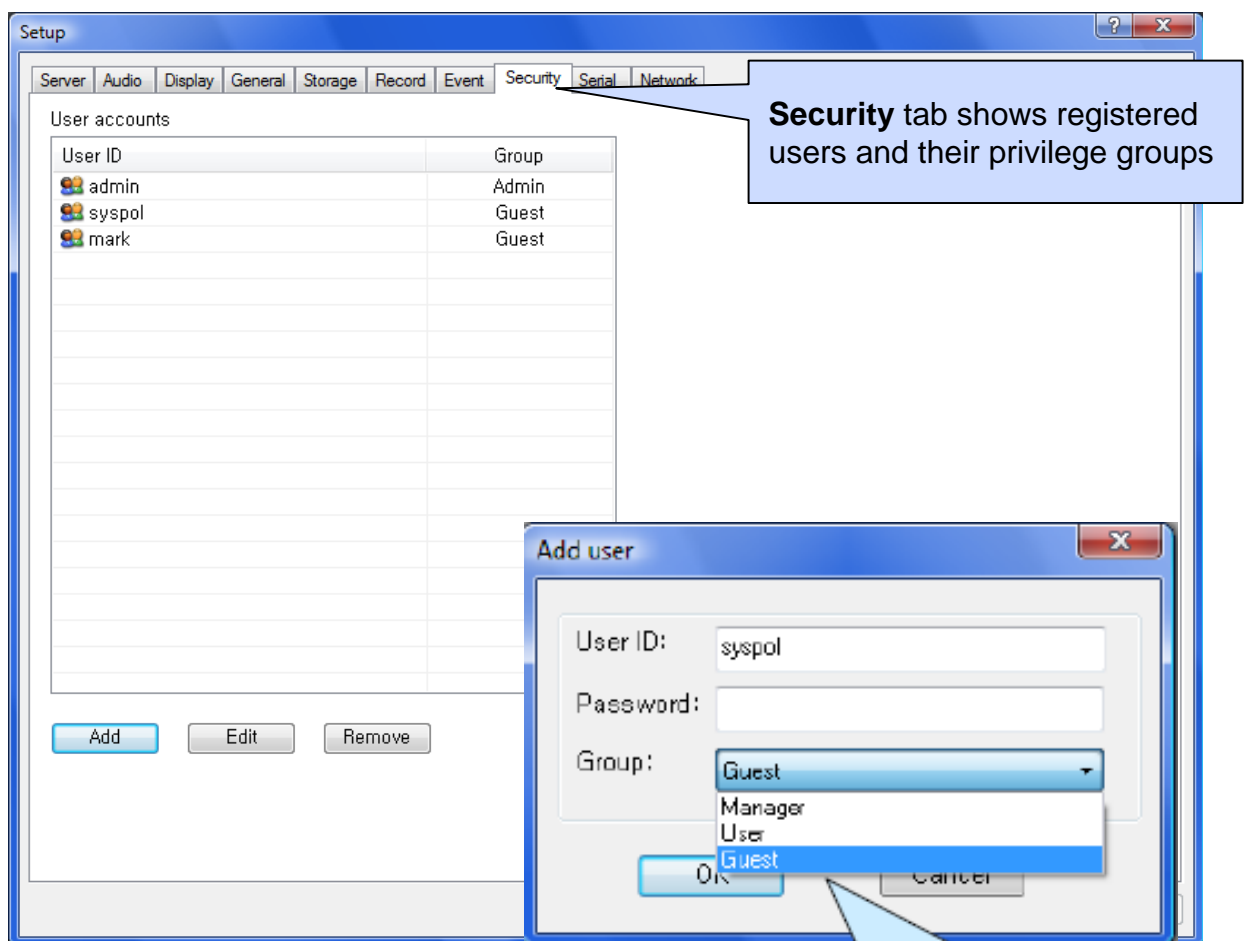
- Buttons are disabled
- Pop-up menus don't appear on right button click of the mouse

Privilege \ Group	Admin	Manager	User	Guest
Viewing only	O	O	O	O
PTZ control Color control Audio control Server connection/disconnection Event search Still image capture Cysearch invoke	O	O	O	
Setup excluding user account mgnt. Record start/stop Favorite camera group mgnt. Change camera on video windows	O	O		
User account management	O			

9. Security

3) User account management

Only admin can manage user accounts. In fact, **Security** tab on Setup dialog is visible only to admin user.

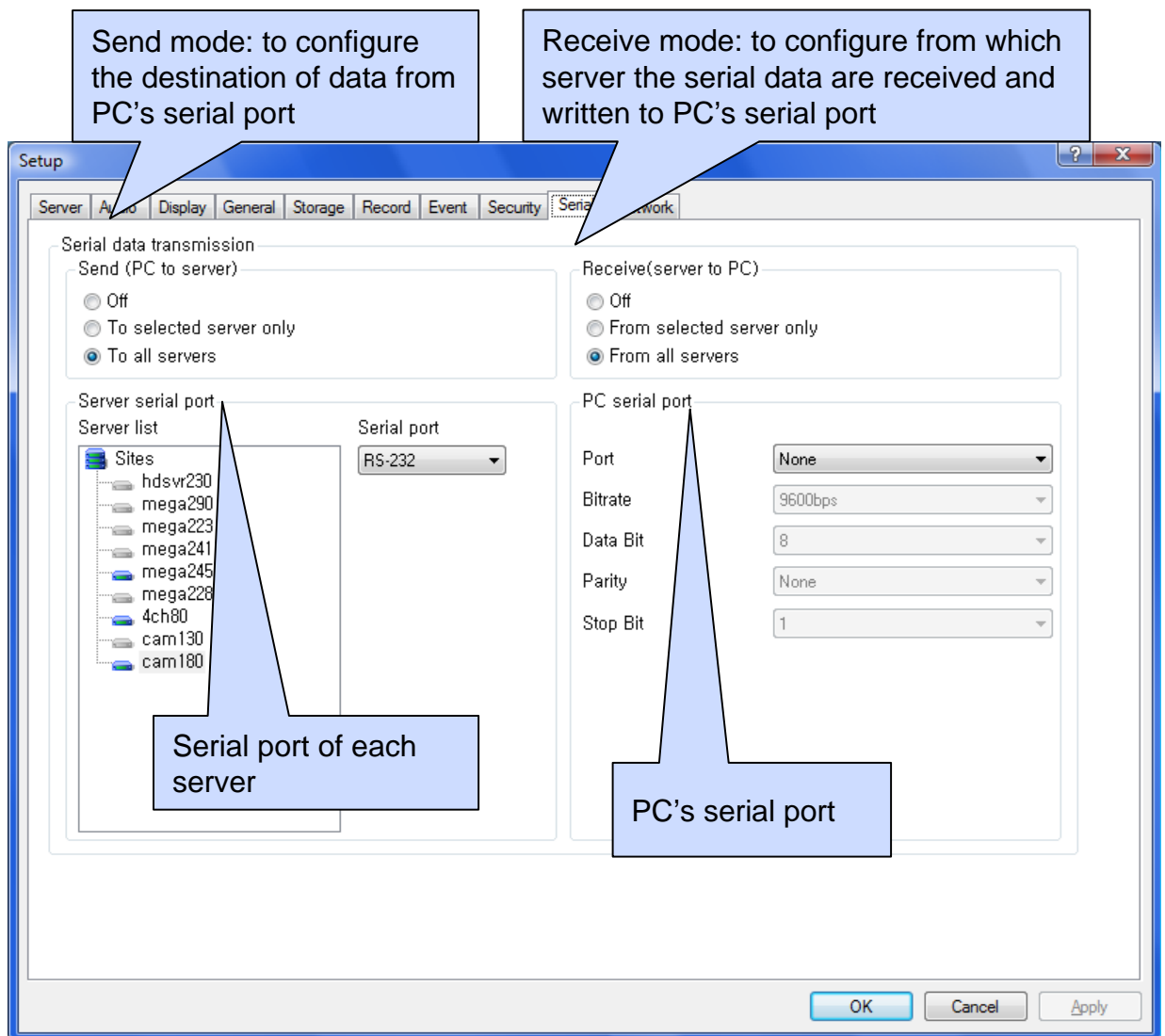


10. Other Functions

1) Serial data pass-through

Cymanager supports serial data pass-through between PC's COM port and a serial of a server. As the name 'data pass-through' tells, Cymanager doesn't do processing on the data sent or received. It just relays the data bi-directionally.

One of the usage of this feature is to use PTZ control keyboard for PTZ control instead of PTZ GUI in Cymanager, which is preferred by some users.

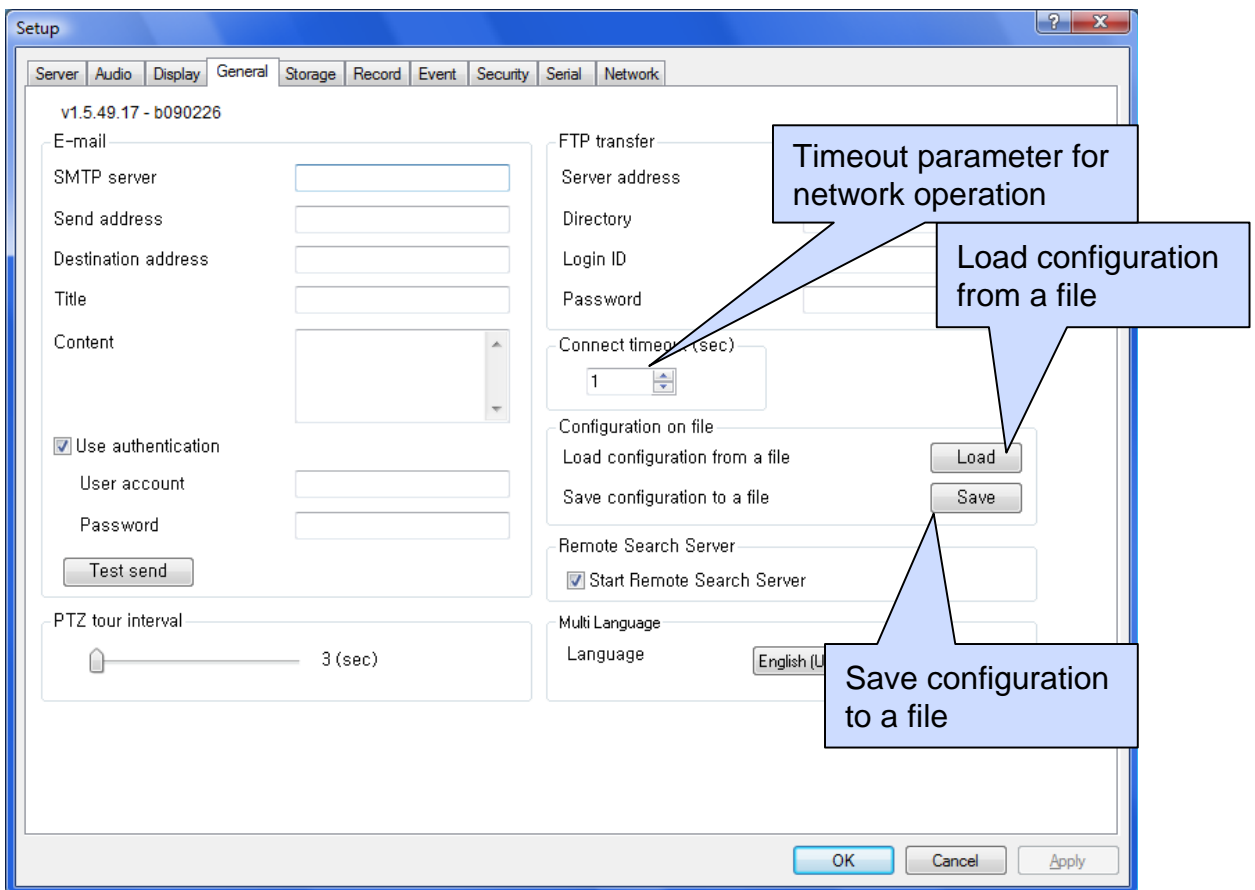


10. Other Functions

2) Saving and loading configuration

Cymanager supports the function to export and import its configuration to/from a file. It is useful for taking backup of Cymanager configuration which is rather complicated due to many registered servers.

It is also possible to apply a configuration taken from a PC to another PC to run Cymanager.



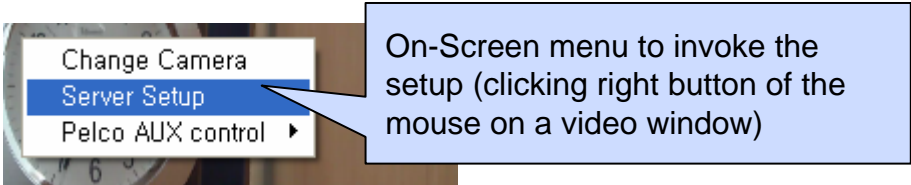
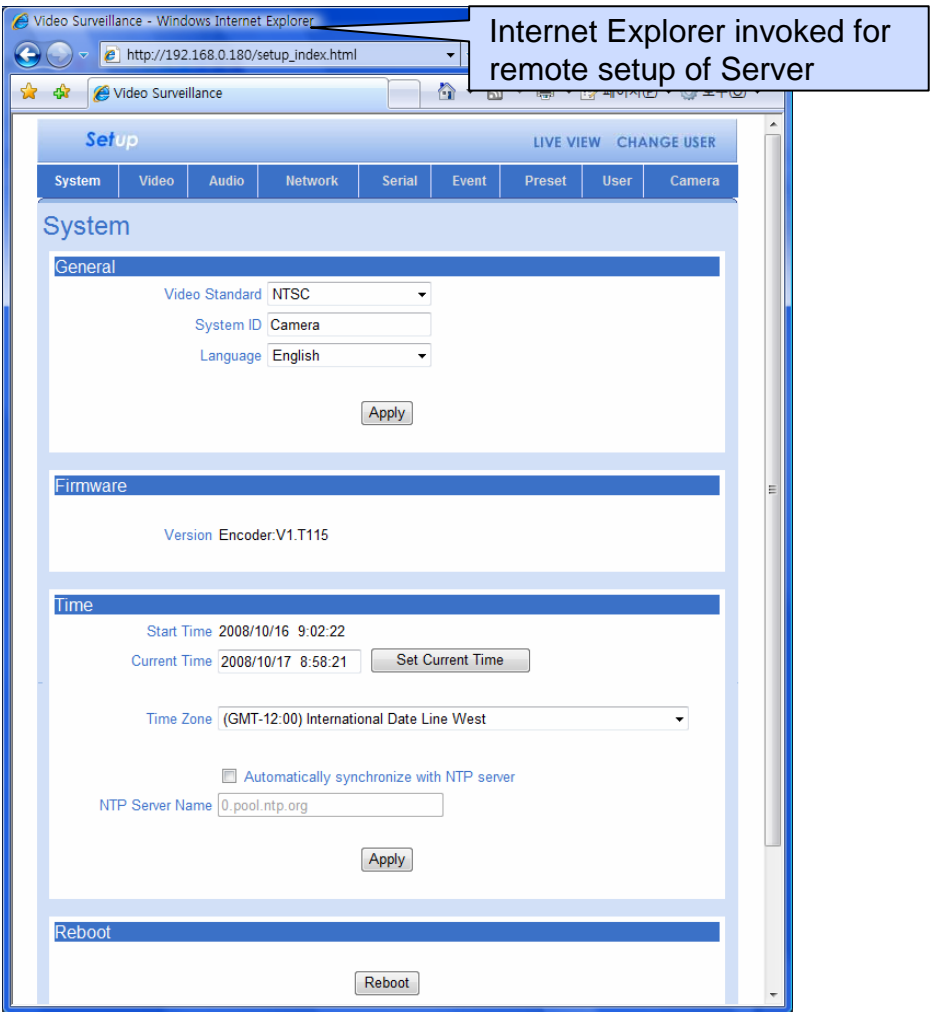
3) Connect timeout parameter

This is the timeout parameter used internally for server connection and control. It is exposed to tune the network operation of Cymanager on a network of very bad condition. This parameter need not be configured in normal situations.

10. Other Functions

4) Remote setup of server

Pressing **Server Setup** button on **Server** tab of Setup dialog invokes Internet Explorer or specific dialog for remote setup of the selected server, depending on the model of video server or IP camera. Server setup can be invoked by On-Screen menu also.



10. Other functions

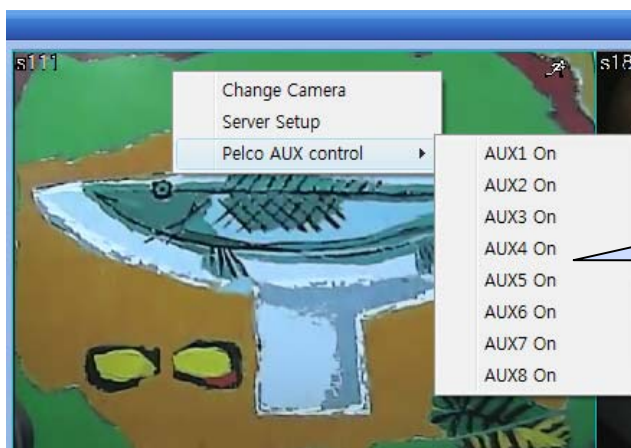
5) Statistics

Pressing Alt-F1 enables the statistics of video and audio reception and decoding on each video window. It is disabled by pressing again (toggle). This can be also configured at Display tab of Setup dialog.



6) Pelco AUX control

Pelco AUX commands can be issued from On-Screen menu at each channel's video window. It will be effective only when the camera(receiver) supports Pelco protocol.



10. Other Functions

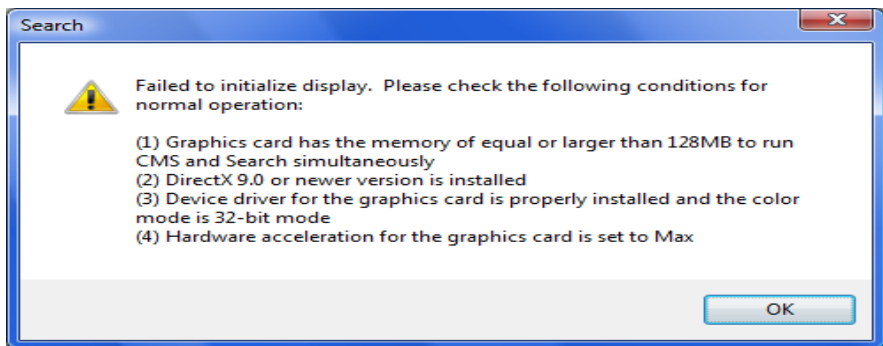
7) Automatic Login on Abnormal Termination

When the previous termination of Cymanager occurred due to an exceptional condition, such as a power failure, Cymanager doesn't request login on startup. This feature is useful for automatically starting live monitoring and recording if, for any reason, the PC is rebooted.

11. Trouble Shooting

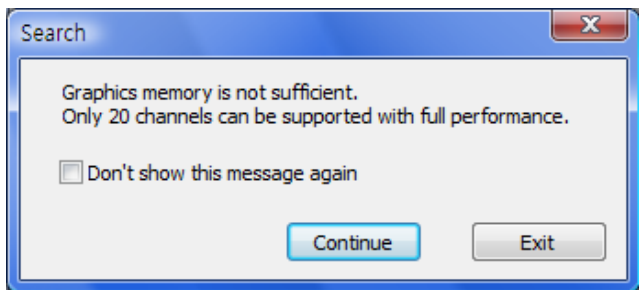
1) Cymanager or Cysearch fails to start

If Cymanager or Cysearch fails to start with the following message box, it means that a resource for displaying video is not available on the PC. On Windows XP where DirectX is installed by default, the message comes mostly due to lack of graphics memory. At least 128MB of graphics memory is required for simultaneous execution of Cymanager and Cysearch.



2) Warning for lack of display memory

The following message may come when display memory is insufficient. The number of channels in the dialog can be displayed with full performance. If more channels are connected, display skipping may happen.



3) The network to a server is normal, but it is not connected

When a server is not connected, the reason can be checked in the following step.

- (1) Check if the server is reachable. Use of PING command is useful.
- (2) Check if the server's base port setting and the port on Server tab match.
- (3) Check if ID and password specified on Server tab are correct.

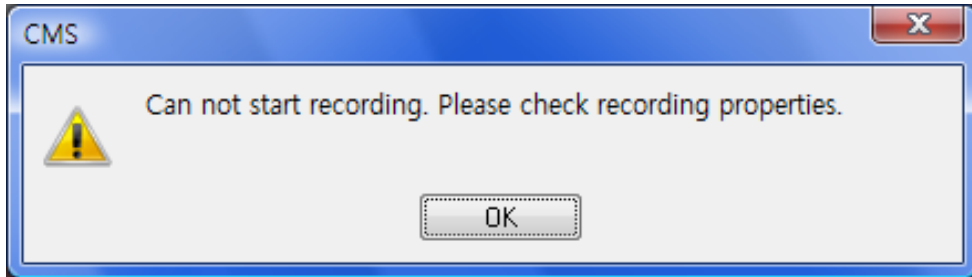
If they are incorrect, the following message will be displayed periodically on Event Window.

Site	Event
136	Connection failed (Password mismatch)
131	Connection failed (Unknown login ID)

11. Trouble Shooting

4) Recording won't start

Recording can't be started with the following error message if the storage is not configure. Please refer 6-2) Storage setup for how to allocate storage file.



One or more disks need to be selected for recording. The following error message comes when no disks are selected.

